MINECRAFT™

ROLL FOR ADVENTURE

THE TEMPLE OF THE CHARGED CREEPER

DICE
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MOJANG STUDIOS
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MINECRAFT™

ROLL FOR ADVENTURE

THE TEMPLE OF THE CHARGED CREEPER

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Illustrations by Patrick Rosche

MOJANG STUDIOS

RANDOM HOUSE WORLDS
NEW YORK

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From Matt

To Marty, who showed me how
to play *Minecraft* in the first place

From Marty

For Laura

HOLD UP, HERO!

This isn't your normal kind of book, the sort that you read through straight from one end to the other. This is a *gamebook*, a special kind of book that can take you on a journey through the Overworld inside its covers.

Because it's a *gamebook*, it has rules. You need to follow these to play through the book and see if you can get it to end.

In most books, when you reach the end of a page, you turn to the next one. In a gamebook, the book may tell you to turn to a particular page if you've done a particular thing. It can even give you choices to make, sending you to different pages depending on what you decide. It's all part of the fun.

➔ If this is your first time reading this book, start on page 8, where you can find the rules.

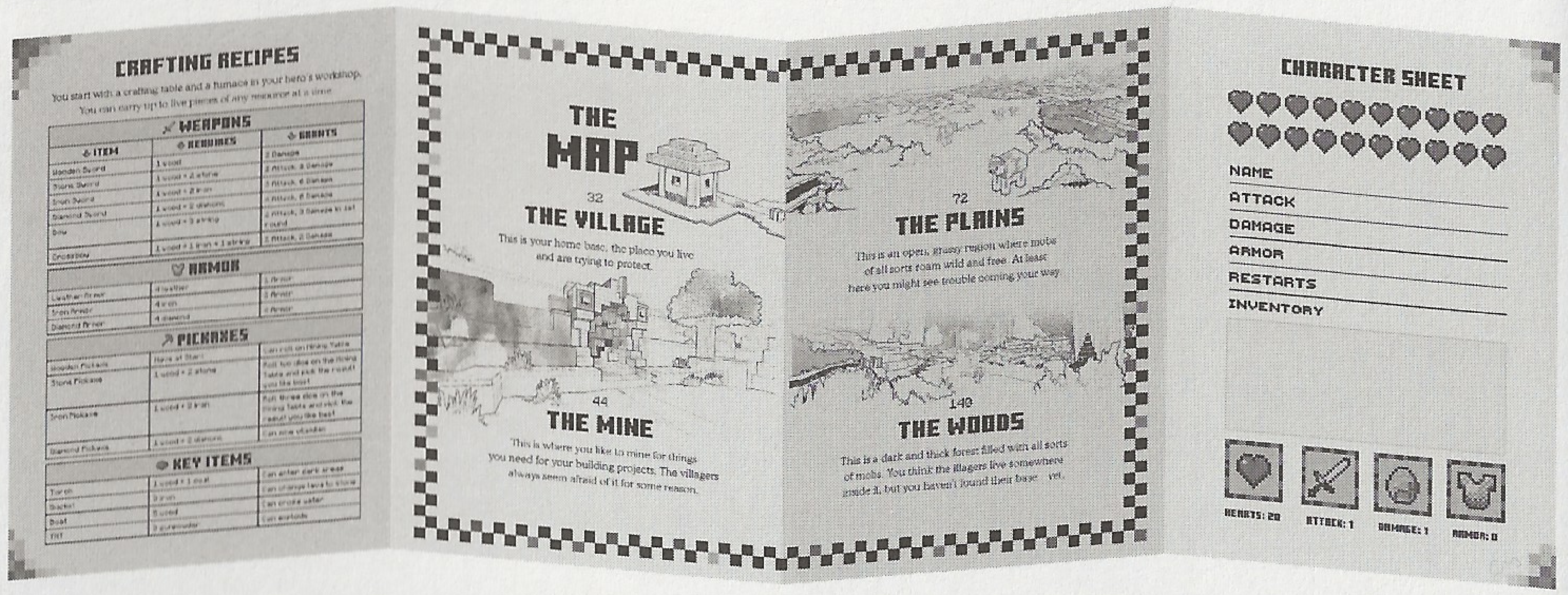
☐ If you're taking another crack at this book, you can skip the rules section and go straight to page 20 instead.

THE RULES

WELCOME, BRAVE HERO, TO THE FIRST MINECRAFT GAMEBOOK, *ROLL FOR ADVENTURE: THE TEMPLE OF THE CHARGED CREEPER*!

To play through this book, simply follow the rules in this section. Once you've read through them all, turn to page 20 to embark on your adventure!

COMPONENTS



CRAFTING RECIPES

You start with a crafting table and a furnace in your hero's workshop.
You can carry up to five pieces of any resource at a time.

THE MAP

32 THE VILLAGE

This is your home base, the place you live and are trying to protect.

44 THE MINE

This is where you like to mine for things you need for your building projects. The villagers always seem afraid of it for some reason.

72 THE PLAINS

This is an open, grassy region where mobs of all sorts roam wild and free. At least here you might see trouble coming your way.

140 THE WOODS

This is a dark and thick forest filled with all sorts of mobs. You think the illagers live somewhere inside it, but you haven't found their base ... yet.

CHARACTER SHEET

NAME
ATTACK
DAMAGE
ARMOR
RESTARTS
INVENTORY

This book comes with four dice, a 2-by-2-panel folded sheet, and the book itself. To play, you also need a pencil so you can keep track of your progress.

The folded sheet features:

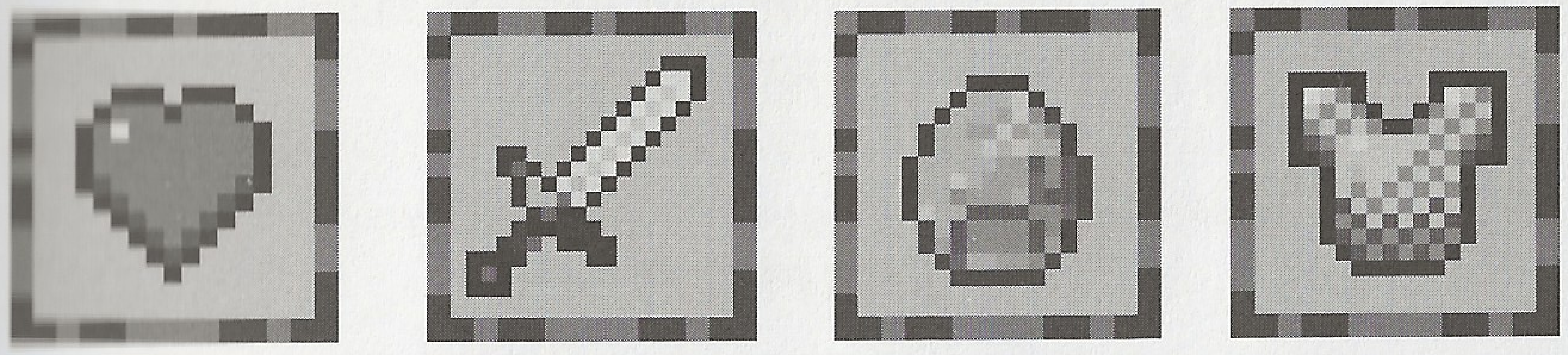
- The world map
- The hero sheet
- The crafting recipes reference sheet
- Quick-reference rules

THE HERO

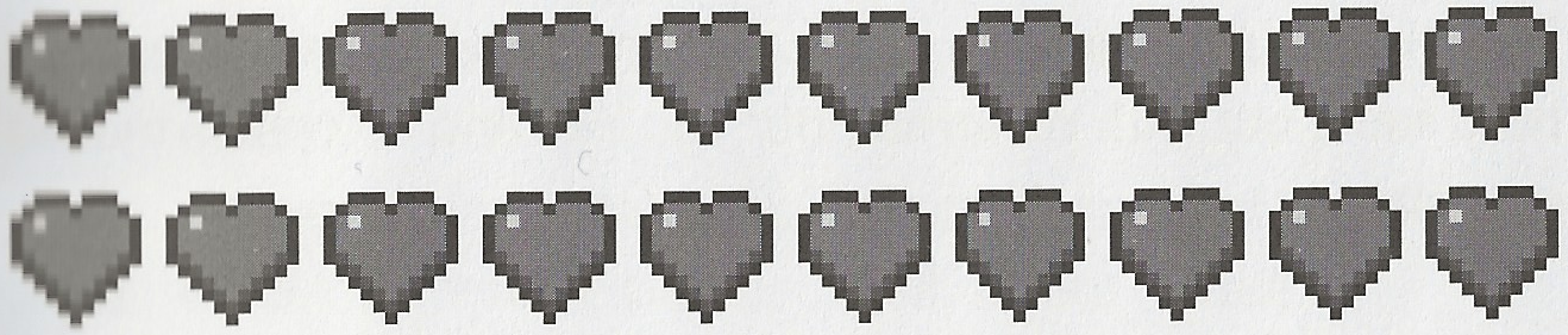
When you play through this book, you do so as a Minecraft hero. You keep track of who your hero is and how you're doing on a hero sheet.

You can name your hero whatever you like.

Your hero has four statistics:



HEARTS: 20 ATTACK: 1 DAMAGE: 1 ARMOR: 0



HEARTS

Your hero starts with 20 Hearts. When your hero takes damage, cross off the corresponding number of Hearts on the hero sheet. For instance, if the hero takes 4 damage, cross off 4 hearts. If the damage gets healed, erase the marks off that number of Hearts instead.

When all your hero's Hearts are marked off, you are defeated. If this happens, go back to `The Start (page 22)` so you can try again. Your hero respawns in bed, fully healed and with all inventory intact.

ATTACK

This is the number of dice your hero can roll when attacking a mob. Your hero starts with 1 die, but you can gain more dice later.

DAMAGE

This is the number of Hearts you mark off of a mob with a successful attack. Your hero starts out with a Damage of 1, but you can find or craft items to improve that.

ARMOR

Armor protects a hero from damage. When a mob hits a hero, check the level of the hero's Armor and subtract that many Hearts from the Damage taken, all the way down to zero. Your hero starts out with no armor, but you can find or craft armor as you play.

INVENTORY

There's space on the hero sheet where you can keep track of the things your hero carries.

You start out with access to a crafting table and furnace in a nearby workshop, which you can use to craft items from materials you have in your inventory. You also start out with a wooden pickaxe.

When your hero gains an item, record it here. When you use an item, erase it from here.

COMBAT

During combat, you can roll up to your Attack number in dice.

EXAMPLE: If you have Attack 3, you can roll up to 3 dice.

Each time your hero attacks, take your dice and decide how many you want to roll. The more dice you roll, the more aggressive the attack, but the more dangerous the failure!

When you're starting out, your hero has an Attack of 1, so you only get to roll 1 die. As you play through the book, your hero can gain more Attack dice, giving you more options to choose from.

- **ONE ATTACK DIE:** a cautious attack, either at range or with quick hit-and-run tactics.
- **TWO ATTACK DICE:** a steady but careful series of blows.
- **THREE ATTACK DICE:** a reckless flurry of blows.
- **FOUR ATTACK DICE:** a wild, all-out assault.

You roll all your chosen Attack dice at once. Any die that comes up equal to or greater than the mob's Defense is a hit. Subtract your Damage from the mob's Hearts for each hit.

EXAMPLE: You're attacking a zombie, which has a Defense of 4. You have an Attack of 3, so you can roll up to 3 dice. You decide to roll all 3 dice, and you get 2, 3, and 4.

The 2 and 3 miss, but the 4 hits. Each hit does your Damage of 6, so you mark off 6 of the zombie's 10 Hearts. The zombie has only 4 Hearts left.

Any die with a result under the mob's Defense is a miss—and the mob hits you instead. For each hit, take the mob's Damage and subtract your Armor from it. If any damage gets through, subtract that amount from your Hearts.

> **EXAMPLE:** In the roll above, the 2 and 3 miss. The zombie does 3 damage with each hit, but you have Armor 1, so each hit only does 2 points of damage. You took 2 hits, so cross off 4 of your hero's Hearts.

As you can see, attacking with more dice can allow you to do more damage, but it puts you at greater risk of getting hurt.

In top of regular damage, rolling the same numbers on any of your dice (doubles, triples, or quadruples) means something extra happens. For your hits, that includes extra hits and maybe even a critical hit! For your misses, that means your hero takes extra hits, but it also triggers the mob's special effect (which is listed on the mob's profile).

MULTIPLE HITS

DOUBLES: Add +2 hits.

TRIPLES: Add +3 hits and roll on the Critical Hit Table.

QUADRUPLES: Add +4 hits and pick a result from the Critical Hit Table.

MULTIPLE MISSES

DOUBLES: The mob does +2 hits, and its special effect activates.

TRIPLES: The mob does +3 hits, its special effect activates, and you roll on the Critical Miss Table.

QUADRUPLES: Your hero instantly loses the battle.

Note that some mobs may have their own results for multiple misses, which are listed in their profile, but use this list as the default.

> **EXAMPLE:** You attack a skeleton with a diamond sword and roll 4 dice. The skeleton has a Defense of 4. You roll 2, 2, 4, and 4. Two sets of doubles!
>
> The double 4s each hit, and you get +2 bonus hits for a total of 4 hits. Since you do 6 points of damage per hit, that comes to 24 points! That's enough to down the skeleton (which has 8 Hearts) with one blow!
>
> The double 2s each miss, which means you take 2 hits from the skeleton before it's downed, +2 for the double, for a total of 4 hits. The skeleton does 2 points of damage with each hit, but your armor absorbs 1 point of damage for each hit, so only 1 point gets through for each hit. That's a total of 4 points of damage.
>
> The doubles also activate the skeleton's special effect. It retreats to a safer vantage point, and on its next turn it has a Defense of 5. Of course, this one's not going to get a next turn. . . .

CRITICAL HIT TABLE

ROLL	RESULT
1 ⚀	You win the battle!
2-3 ⚁ ⚂	If you win the battle, you roll a 6 for any loot the mob has.
4-5 ⚃ ⚄	If you win the battle, gain 1 diamond.
6 ⚅	If you win the battle, gain 2 diamonds.

CRITICAL MISS TABLE

ROLL	RESULT
1 ⚀	A friend of the mob joins the fight. Double your foe's current Damage. (Ignore this if you roll it a second time in the same battle.)
2 ⚁	The mob rallies, regaining their full health. Erase any marks on their Hearts.
3 ⚂	Your weapon breaks.
4 ⚃	Your armor breaks.
5 ⚄	Your weapon and armor break.
6 ⚅	You take a step backward into a pool of lava and lose the battle.

IF YOU WIN

If your hero beats all the mobs in an encounter, you win the battle. Check the mobs' profiles to see about any loot you might earn. If you get any, add that to your inventory.

Your hero instantly heals all damage. Erase any marks you made on your Hearts. Then finish reading the section to see what happens next.

IF YOU LOSE

If your hero loses the battle, go to **The Start (page 22)** to try again. Your hero respawns in bed, fully healed and with all inventory intact. Erase any marks you made on your Hearts and put a mark in one of the Restart boxes on your hero sheet.

CRAFTING RECIPES

You start with a crafting table and a furnace in your hero's workshop. Useful resources include:

- Coal
- Diamond
- Iron
- Leather
- Stone
- String
- Wood

You can carry up to five pieces of any resource at a time.

WEAPONS

ITEM	REQUIRES	GRANTS
Wooden Sword	1 wood	2 Damage
Stone Sword	1 wood + 2 stone	2 Attack, 2 Damage
Iron Sword	1 wood + 2 iron	3 Attack, 6 Damage
Diamond Sword	1 wood + 2 diamond	4 Attack, 8 Damage
Bow	1 wood + 3 string	2 Attack, 1 Damage (but does 3 Damage on the first attack in a fight)
Crossbow	1 wood + 1 iron + 1 string	2 Attack, 2 Damage

ARMOR

ITEM	REQUIRES	GRANTS
Leather Armor	4 leather	1 Armor
Iron Armor	4 iron	2 Armor
Diamond Armor	4 diamond	4 Armor

PICKAXES

ITEM	REQUIRES	GRANTS
Wooden Pickaxe	Have at Start	Can roll on Mining Table
Stone Pickaxe	1 wood + 2 stone	Roll two dice on the Mining Table and pick the result you like best
Iron Pickaxe	1 wood + 2 iron	Roll three dice on the Mining Table and pick the result you like best
Diamond Pickaxe	1 wood + 2 diamond	Can mine obsidian

KEY ITEMS

ITEM	REQUIRES	GRANTS
Torch	1 wood + 1 coal	Can enter dark areas
Bucket	3 iron	Can change lava to stone
Boat	5 wood	Can cross water
TNT	3 gunpowder	Can explode

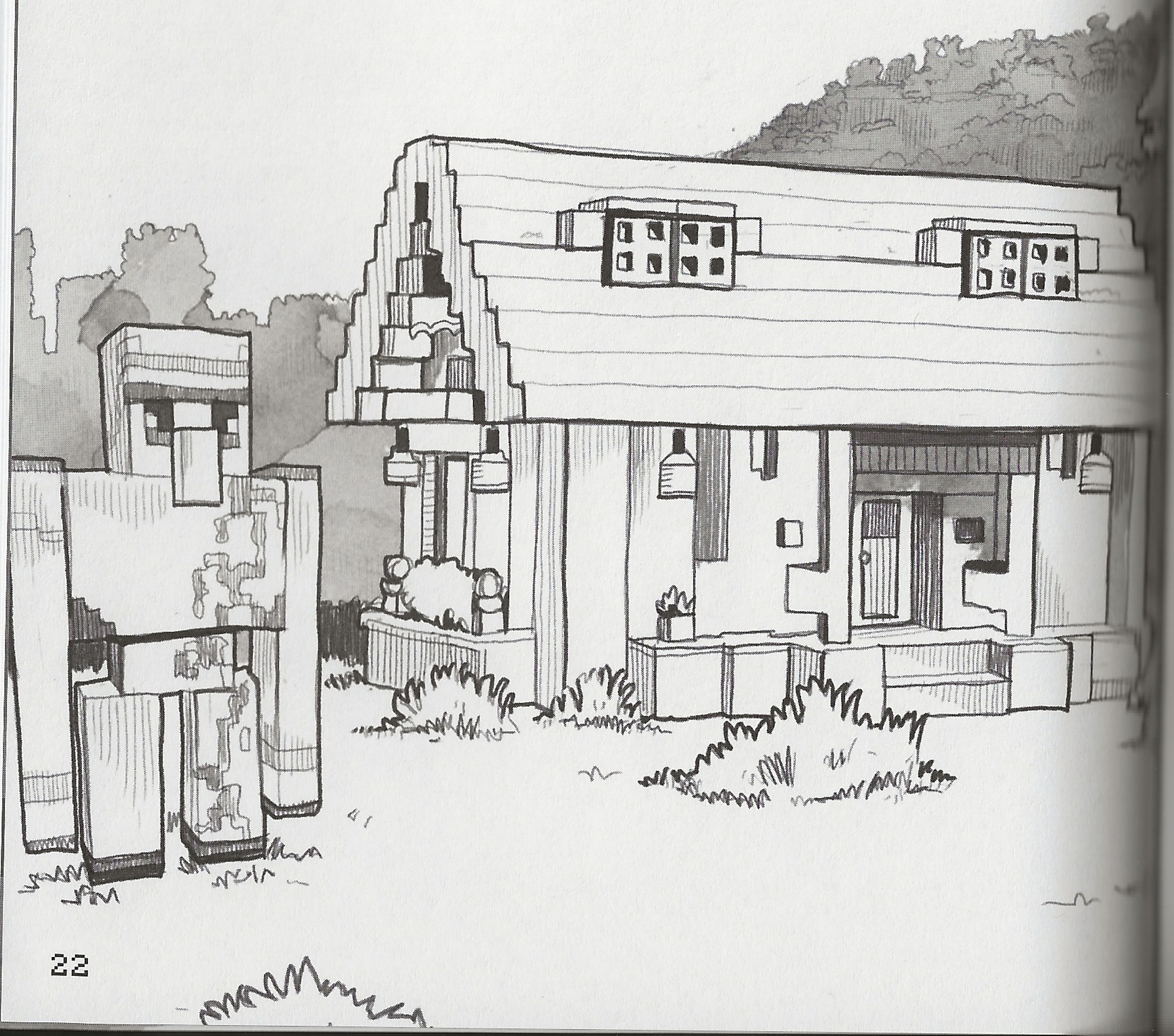
GETTING STARTED

Now that you've read all the rules, you're ready to start playing. Go to page 20.

THE START

You wake up in your own bed in your own home, safe and sound. It's a bright morning outside, with the sun slanting in through your windows, and you leap straight up to start your day.

* * *



You go to your kitchen to fix yourself some breakfast and think about your plans for the day ahead. There are so many different things you could do that you probably can't get to all of them, but that doesn't mean you can't try!

You gaze out the windows at the little village you settled in, and you wave at one of your neighbors as they stroll by.

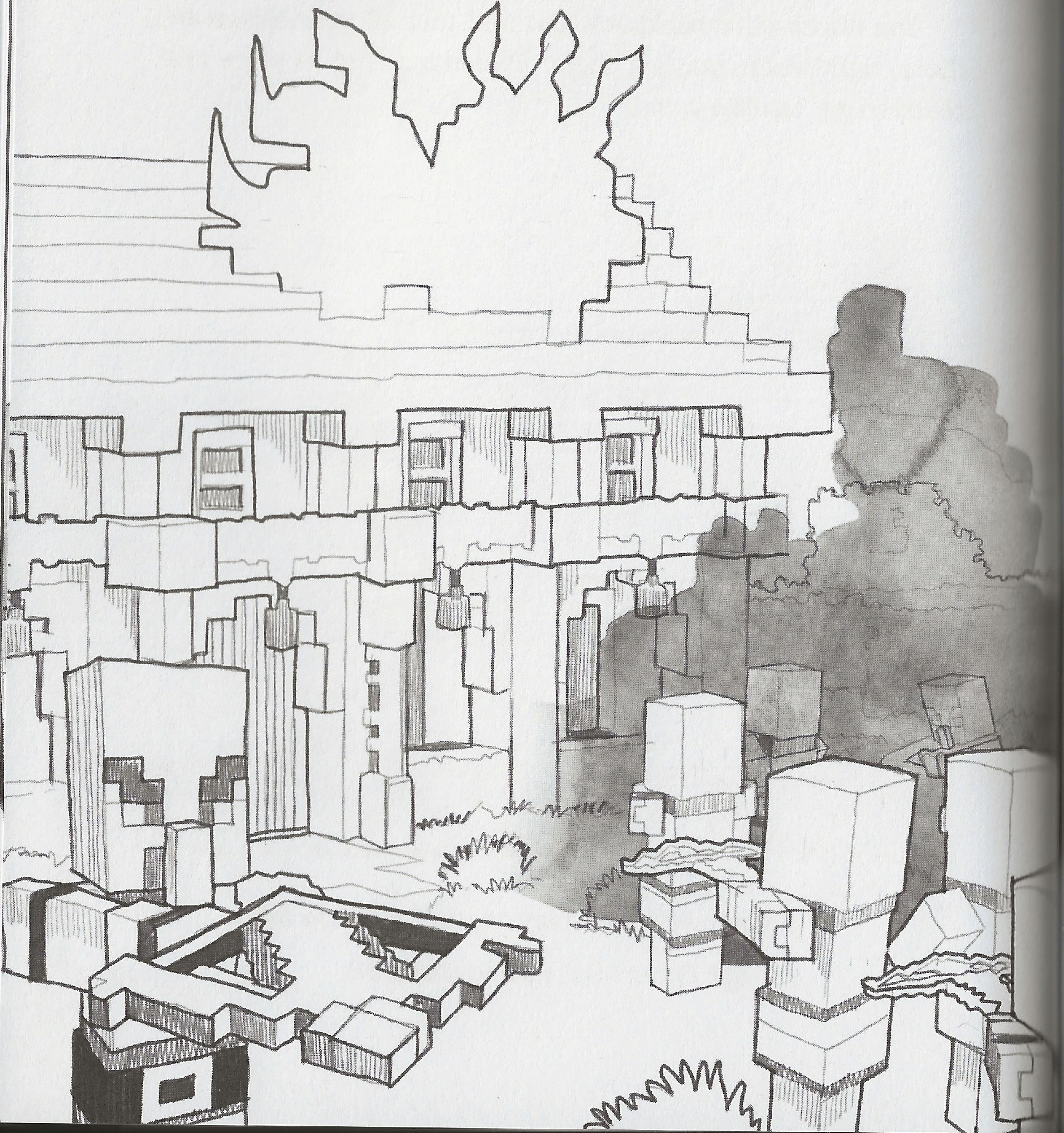
You check your backpack and find that all your things are there, right where you left them. Everything is in its place and ready to go, just like *you*.

* * *

If you just started playing, turn to page 24.

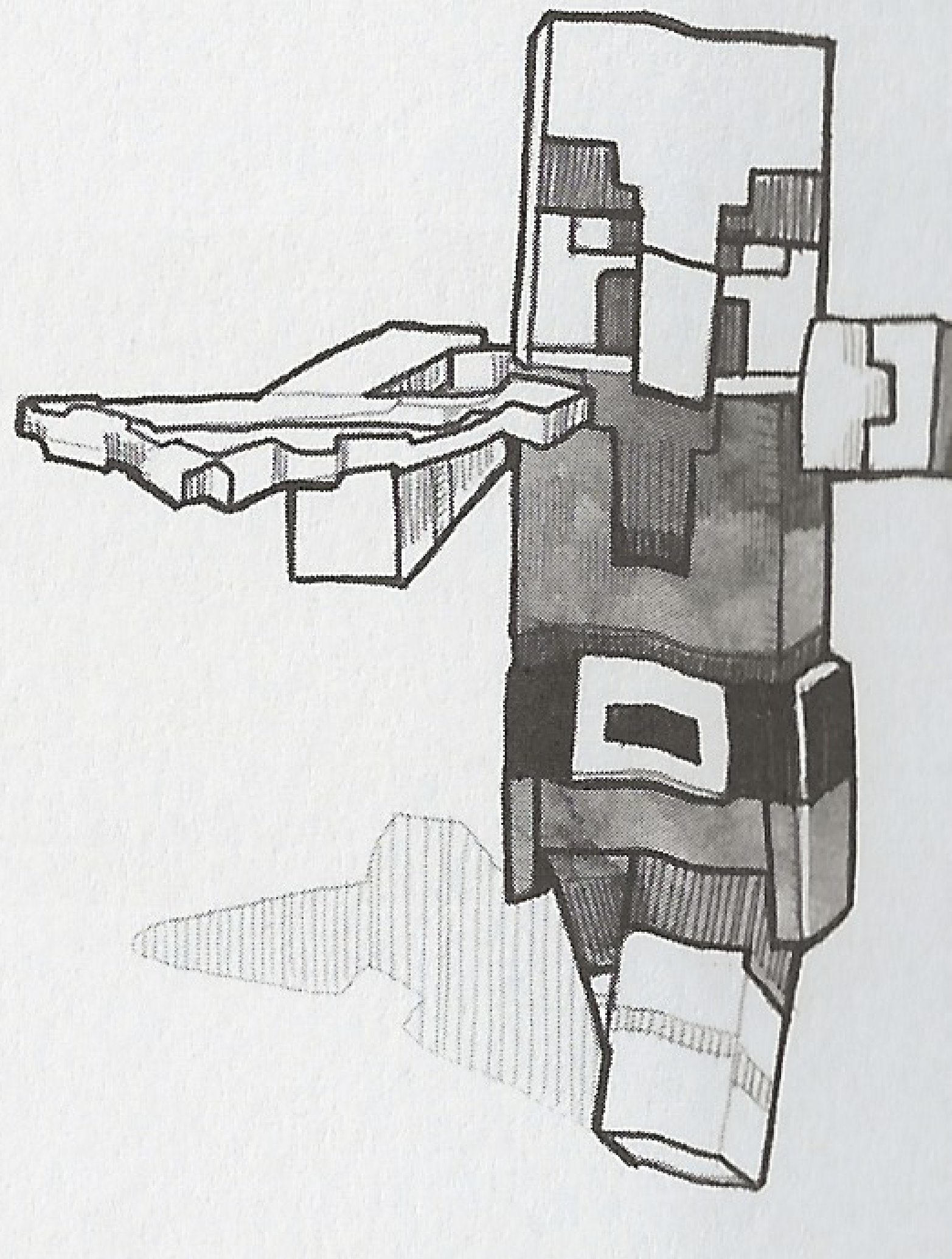
Otherwise, turn to page 30.

THE ATTACK



A shout of alarm suddenly shatters your village's normal peace. You dash out your home's front door to see what's happening. Another shout goes up a moment later, and then another and another, each in a different direction. Soon it seems like the entire village is howling in protest.

You're unsure which way to turn, but then you spot smoke coming from the direction of the trading hall. Someone has set the place on fire!

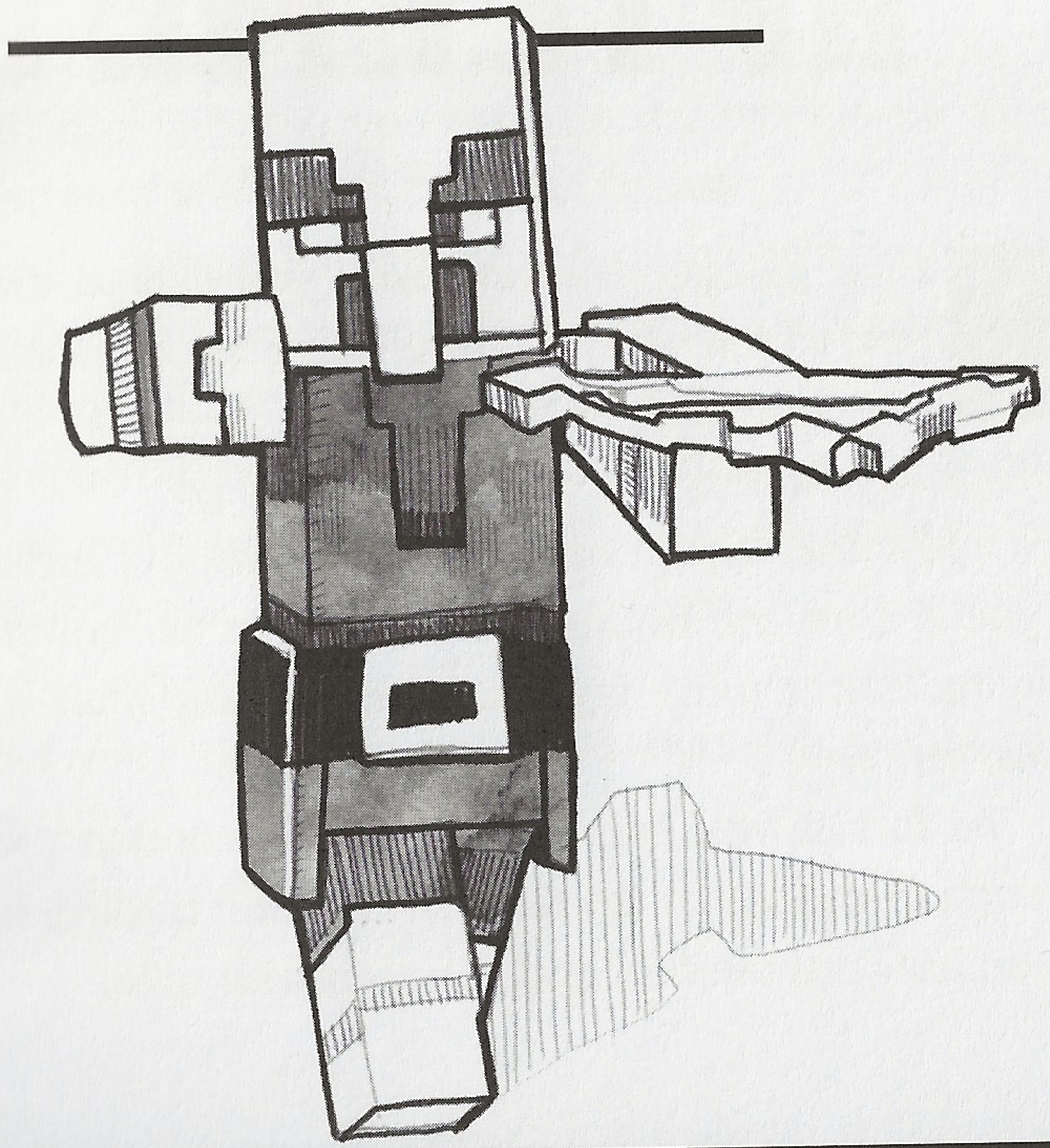


➩ Turn the page.

You charge through the village's streets until you reach the trading hall, where you see a group of illagers attacking. As the villagers race about, trying to avoid the illagers and put out the fire, you rush up to the invaders and shout at them to stop.

Instead of obeying your order, they throw back their heads and let out evil laughs. Most of them continue to attack the village hall, but one of them—a pillager—points their crossbow at you and attacks! Fortunately, it looks like this pillager already got too close to a burning building. You should be able to make this quick!

PILLAGER



HEARTS: 6 • **DAMAGE:** 2 • **DEFENSE:** 3

SPECIAL EFFECT: The pillager zeroes in on you. On their next turn, their Damage is 4.

LOOT: Roll a die. On a 6, the pillager drops a crossbow.

➡ If you win, go to page 28.

☐ If you lose, go back to The Start on page 22 and then come back here to try again.

THE AFTERMATH

As the pillager who attacked you falls to the ground, you turn to see what the other illagers are doing. Rather than attacking you, as you'd feared, the rest of them are running away, hollering in triumph as they go.

You think about chasing them down, but the villagers are in a panic over the trading hall, which is still going up in flames. Saving that is more important than going after the illagers—at least for now.

As fast as you can, you use your wooden pickaxe to dig a trench from the nearby river over to the trading hall. The water soon puts out the fire, and you sigh with relief.

The illagers are all long gone, so you go inside the trading hall to see if everyone is okay. The villagers cheer as you enter, and they make it clear that you will never have to pay for food from them again. You realize that you raced out of your home before you had breakfast, so you take up the traders on their kind reward and stuff yourself full of fresh bread.

You wonder why the illagers attacked the village. While you've seen bands of them roaming about, they've never done that before—at least not since you moved here.

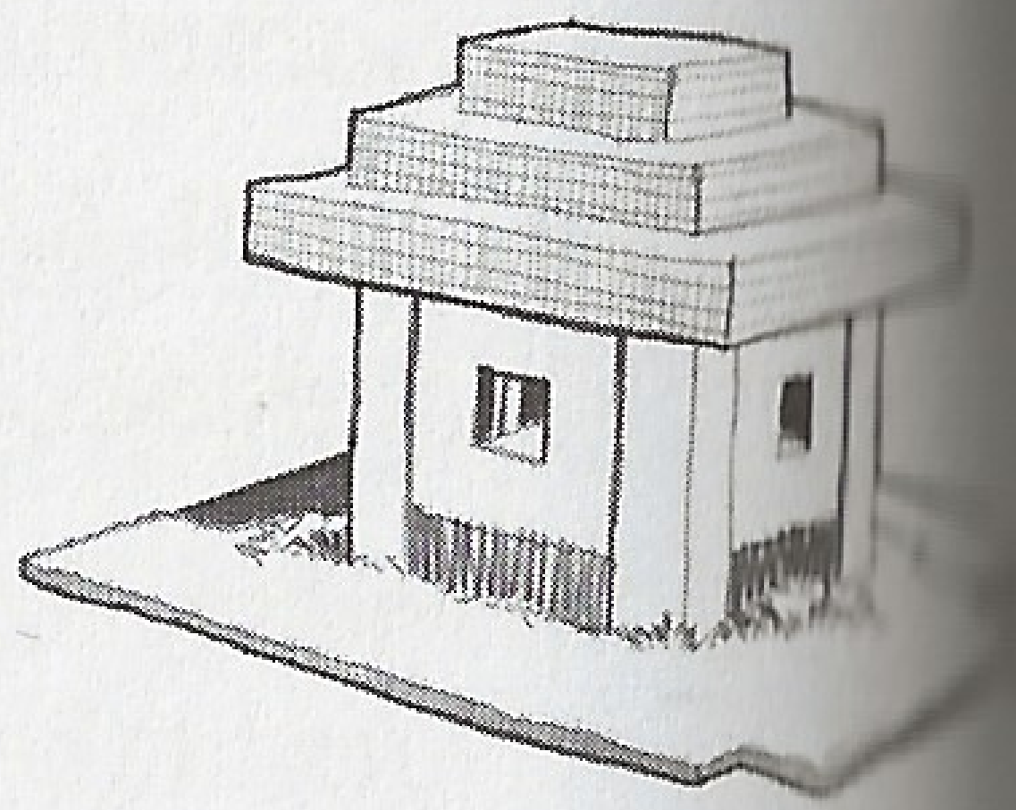
Something spurred them to the attack, and you need to find out what. Otherwise, they're sure to return at some point to finish the job. If you're not home when that happens, they might destroy the entire village!

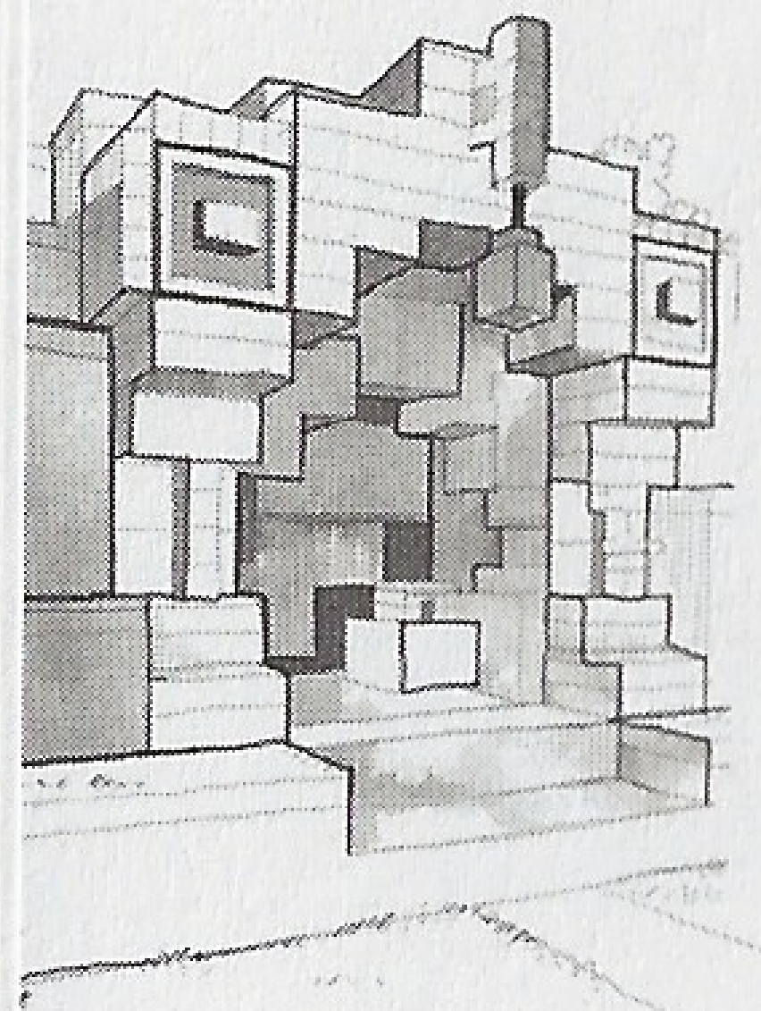
You take out your map of the world to figure out what you should do next.

Go to page 30.

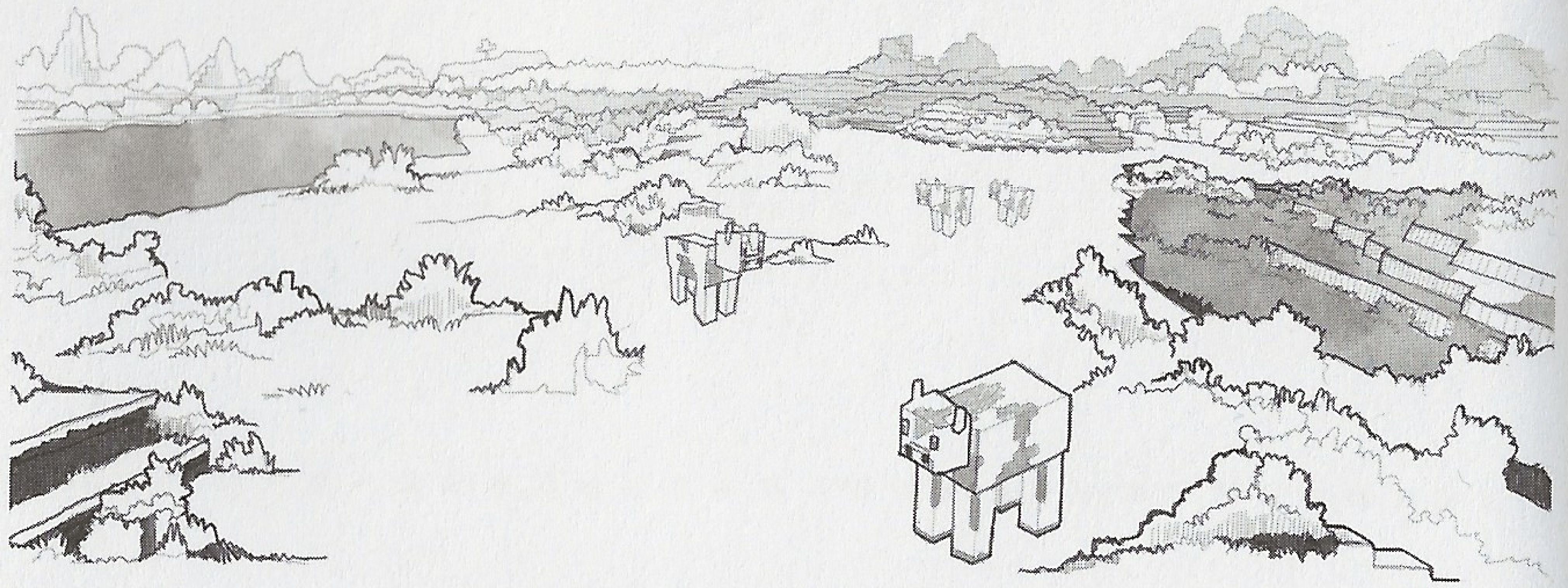
THE MAP

This map of the world makes it easy for you to find your way around and get where you want to go quickly. There are four labeled locations on the map:

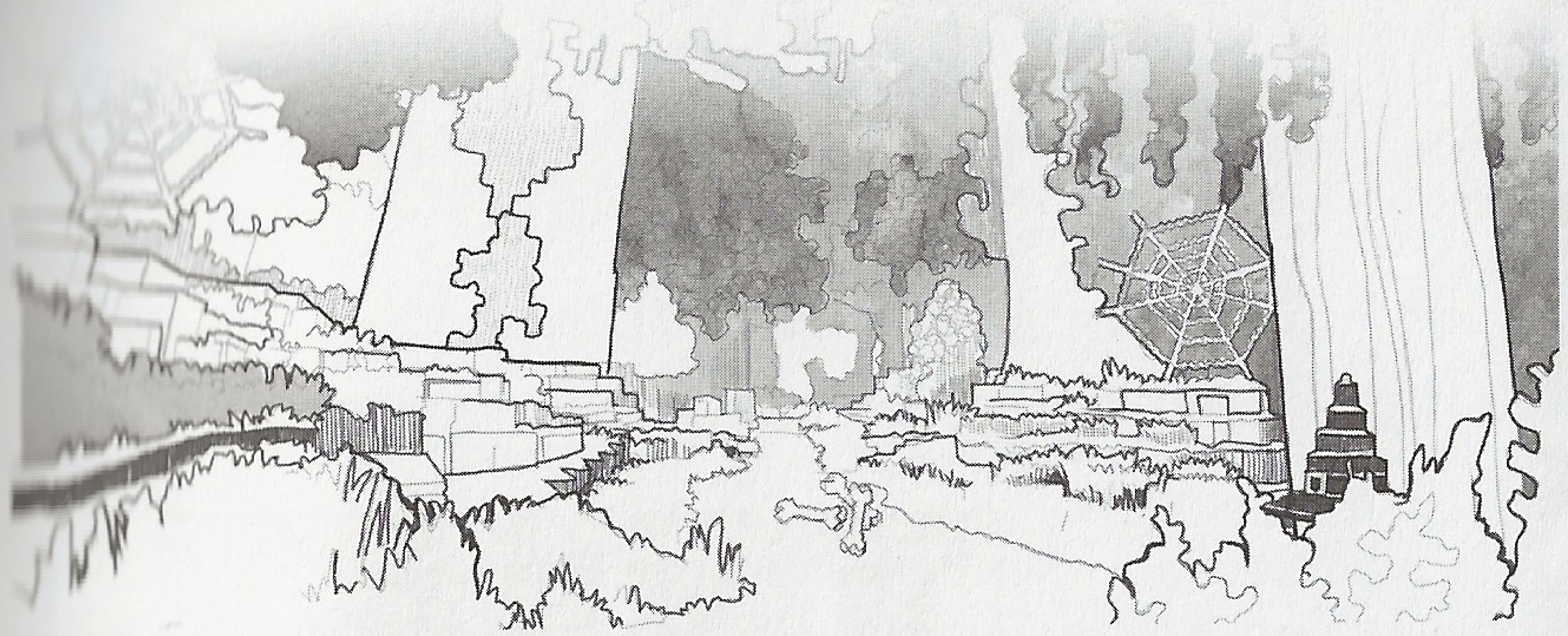




- **THE VILLAGE (page 32):** This is your home base, the place you live and are trying to protect. It has a workshop where you can craft items to make your adventure easier.
- **THE MINE (page 44):** This is where you like to mine for things you need for your building projects. The villagers always seem afraid of it for some reason.
- **THE PLAINS (page 72):** This is an open, grassy region where mobs of all sorts roam wild and free. At least here you might see trouble coming your way.



- **THE WOODS (page 140):** This is a dark and thick forest filled with mobs and danger. The illagers fled toward the forest after you thwarted their attack. Could they still be there?



When you want to go to one of these locations, look at the number next to it. That's the page number you should turn to.

As you play, you might find other locations that you think are important. You can put them on the map too if you like, or you can just make a note of the location's page number on your hero sheet. That way you can go straight to that location whenever you want and skip over any of the bits you already went through to get there in the first place.

✖ If this is your first time using the map, you're already in the village, so turn to **page 32** to start there.

◆ Otherwise, you can go to any of the other locations listed.

THE VILLAGE

You like this village. You didn't grow up here, and you don't speak the language of the local villagers, but they are wonderful and friendly and make you feel at home. There are other villages in different parts of the world, but this one is where you choose to stay.

* * *

If you just won your first battle, turn to page 36 to start trying to figure out why the illagers attacked the trading hall.

Otherwise, while you're here, you can visit the trading hall on page 38 or the workshop on page 40.

Remember, you can always go to the map on page 30 and choose a different location when you're done here.

THE INVESTIGATION

You wander around the village, doing whatever you can to help the villagers who were harmed in the illager attack. Fortunately, it seems like no one was killed, although many buildings were damaged besides the trading hall, and it's going to take a long while to make all the repairs.

While you don't speak the same language as the villagers, you've lived there long enough to start to understand the tone of what they say to you, if not the actual words.

From what you can tell, there have been a lot of creepers wandering around recently—far more than usual—and some of the villagers think that has something to do with why the illagers attacked. Most of the time, the village's cats keep the creepers at bay, but a stray creeper got through and even blew up a pigpen yesterday.

A villager—who you think is their leader—comes up to you and tries to tell you something. You call them the mayor, even if that's not their real name. They seem to think the illagers herded a creeper into town for the attack, which would explain how the trading hall got damaged so fast.

The mayor points to the area around the village in three different directions. From your explorations of the region, you think they're pointing toward the plains (page 72), the mine (page 44), and the woods (page 140).

You're not sure you got that right, but that's all you're likely to get out of the mayor for now. You mark these areas on your map and take a long look at it.

You're going to need some better gear, for sure. You might find key crafting materials in the woods and mine to improve your gear. You could also go to the workshop (page 40) to see what sorts of things you can craft before heading out.

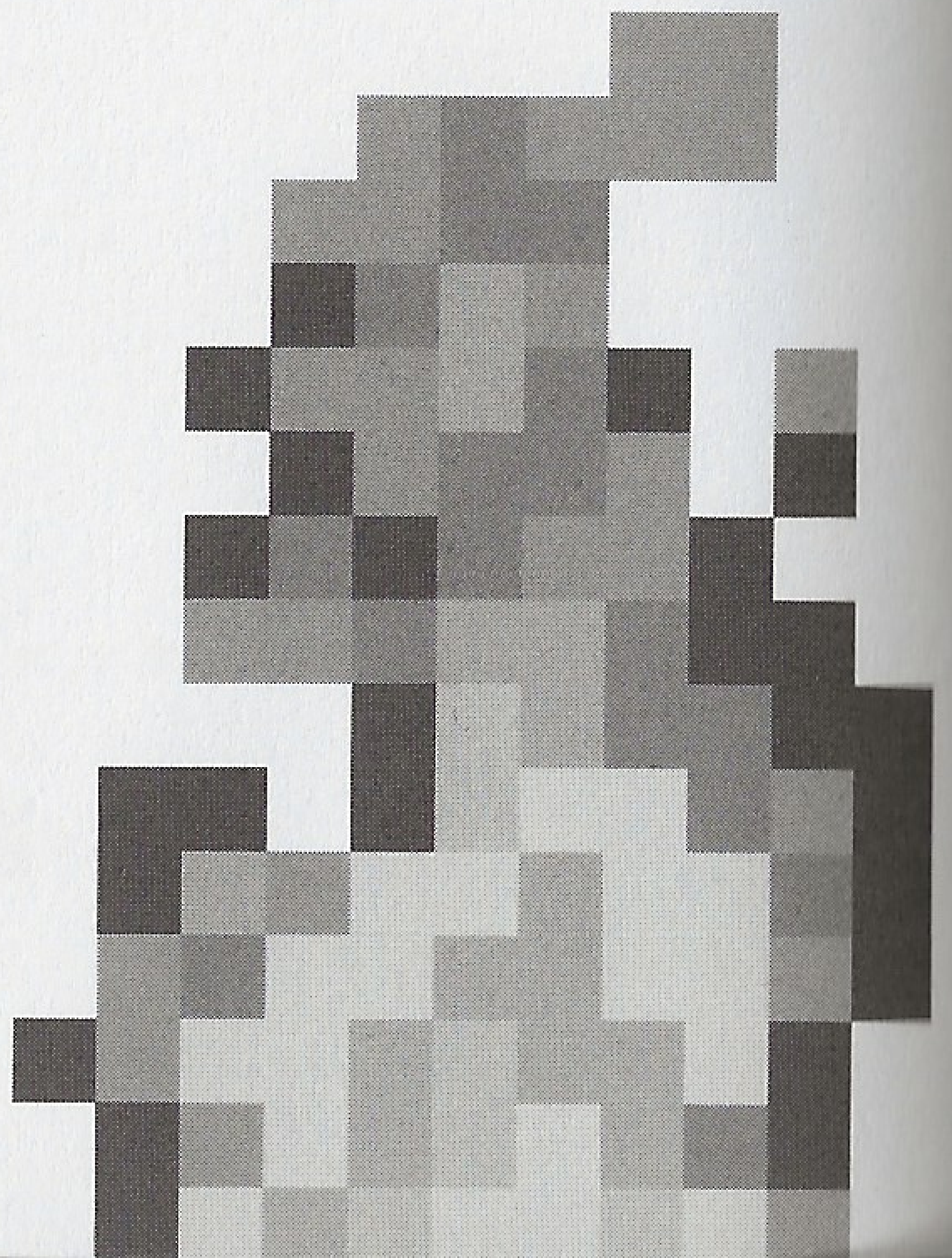
Where should you go first?

Go to page 30.

THE TRADING HALL

The trading hall is one of your favorite places in the entire village. You come here many days to meet with the villagers and trade for all sorts of food and other supplies. They often have so many things available that you can go for weeks without leaving the area.

But now, with the damage the illagers did to the trading hall, all of that is gone. The fire burned down large chunks of the building, and a lot of the supplies went up in smoke too. It's going to be a while before things get back to normal here.



Despite that, the villagers are already banding together to help fix the place up. You have no doubts that the trading hall will be filled with eager traders again soon.

In the meantime, someone needs to figure out why the illagers came rampaging through here—and stop them from doing that again.

The villagers aren't built for such things though. This situation calls for a hero.

A hero like you.

▦ Go to the workshop on page 40.
◈ or back to the map on page 30.

THE WORKSHOP

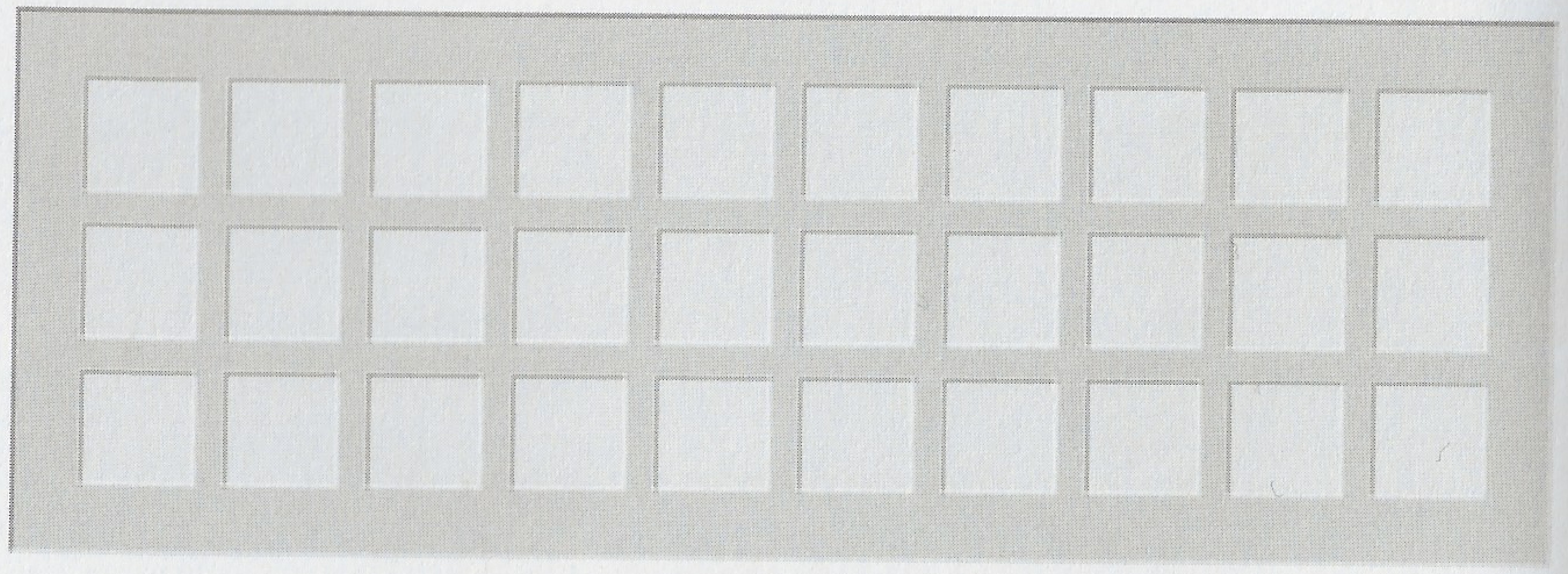
You could have built a crafting table and a furnace into your home, but you don't like being alone *all* the time. Instead, you built a workshop a ways off from your place that you and everyone else in the village can use whenever they like.

Most times when you're here, there are villagers working alongside you. With the destruction of the trading hall, though, most of them are helping rebuild it instead. You have the entire place to yourself.

While you're here, you can craft anything you have the materials to make. See the crafting recipes on the next page for all the different possibilities.

When you're done, be sure to record the changes in your inventory.

Then you can go back to the map on `page 30` and figure out where you want to go with all your new stuff.



WEAPONS

ITEM	REQUIRES	GRANTS
Wooden Sword	1 wood	2 Damage
Stone Sword	1 wood + 2 stone	2 Attack, 2 Damage
Iron Sword	1 wood + 2 iron	3 Attack, 6 Damage
Diamond Sword	1 wood + 2 diamond	4 Attack, 8 Damage
Bow	1 wood + 3 string	2 Attack, 1 Damage (but does 3 Damage on the first attack in a fight)
Crossbow	1 wood + 1 iron + 1 string	2 Attack, 2 Damage

ARMOR

Leather Armor	4 leather	1 Armor
Iron Armor	4 iron	2 Armor
Diamond Armor	4 diamond	4 Armor

PICKAXES

Wooden Pickaxe	Have at Start	Can roll on Mining Table
Stone Pickaxe	1 wood + 2 stone	Roll two dice on the Mining Table and pick the result you like best
Iron Pickaxe	1 wood + 2 iron	Roll three dice on the Mining Table and pick the result you like best
Diamond Pickaxe	1 wood + 2 diamond	Can mine obsidian

KEY ITEMS

Torch	1 wood + 1 coal	Can enter dark areas
Bucket	3 iron	Can change lava to stone
Boat	5 wood	Can cross water
TNT	3 gunpowder	Can explode

THE CHEATER

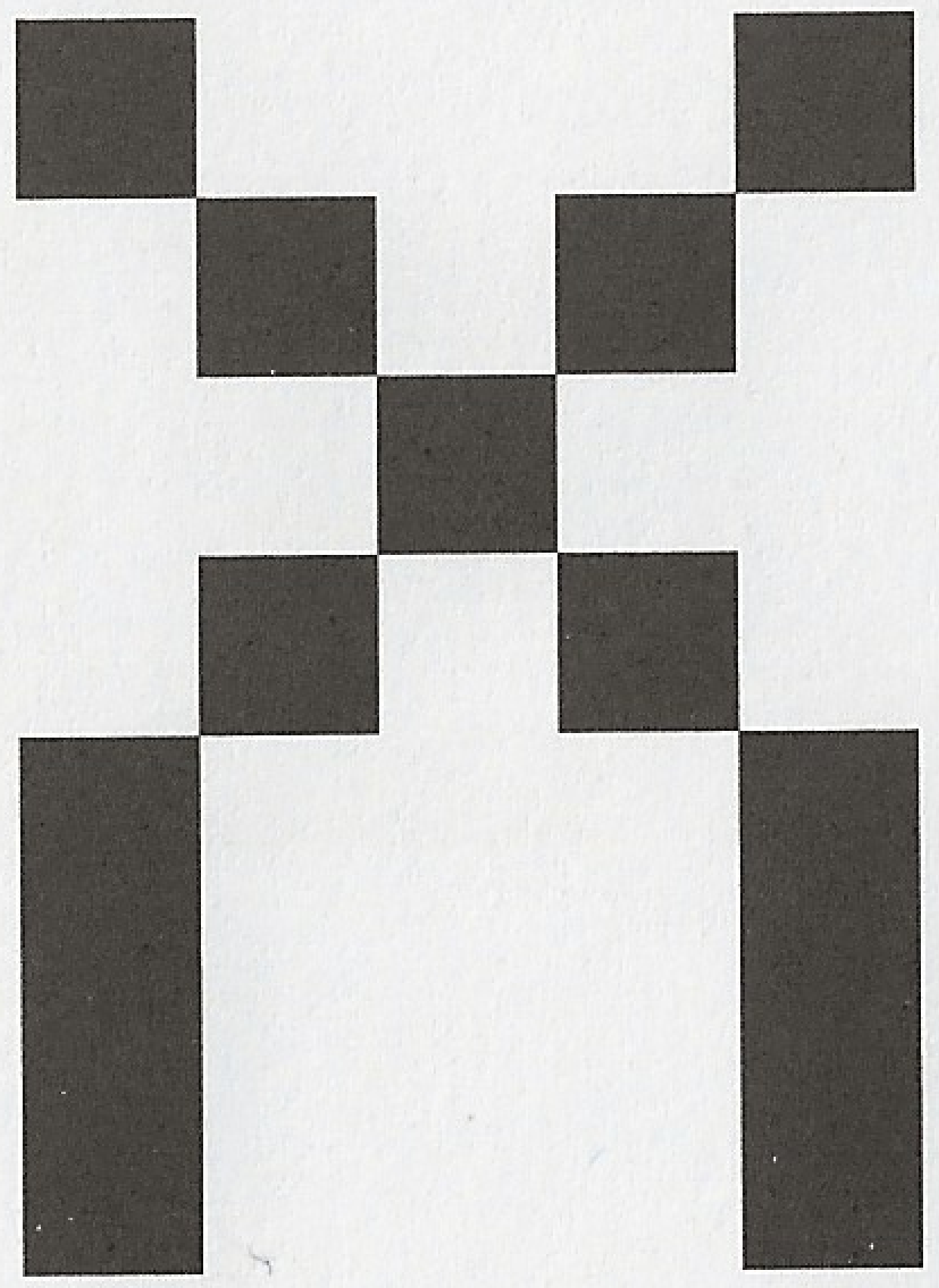
Hey, what are you doing here? None of the choices in this book tell you to go to this page, so there's no reason for you to be here, right?

Unless you're cheating!

Which, you know, is fine. It's your book. You get to play it the way you want.

Or maybe you just accidentally looked at the wrong page. We won't tell.

However, we still recommend you play it the right way, by following the choices in the text. The game works a lot better if you play it the way it was designed to be played. If you skip around, you run the risk of spoiling any surprises and—worse yet—you may not understand what you find, since you might have skipped over the stuff that's supposed to come before.



THE MINE

You hike out to the mouth of the mine you started digging when you first came to the area. The mayor seemed to believe the attackers were seen lurking around the place, which you hope isn't true. You'd hate to think the illagers somehow found their way to the village through your little mine.

* * *

➡ Turn the page.

THE MINE

You never did explore all the nooks and crannies you found after you started digging here, but you can see into the main part of the mine well enough from the daylight shining through. If you want to go deeper, though, you'll need a torch.

* * *

▦ If you don't have a torch yet, you can craft one in the workshop on `page 40` with 1 wood and 1 coal.

✳ If you don't have any wood, you can head to the woods on `page 140` to find it.

⛏ If you need coal or other resources, you can mine for them here by heading to `page 49`.

🕯 If you have a torch, you can explore the deeper parts of the mine on `page 50`.

⛏ MINING

You start digging in your mine once again, hoping to find something useful. If you have a pickaxe, roll a die and see the result on the Mining Table. Every time you roll, add +1 to your highest result during this visit. (These bonuses go away if you leave and come back.)

Add anything you find to your inventory. You might then be able to use some of that to craft things in the workshop (`page 40`).

MINING TABLE

ROLL	RESULT
1-2 ⚀ ⚁	There's lots of rock here. Gain 1 stone.
3-4 ⚂ ⚃	You found a seam of coal. Gain 1 coal.
5-6 ⚄ ⚅	Eureka! You found a vein of metal. Gain 1 iron.
7+	Yikes! You fell into a deeper part of the mine. Go to page 50.

EXPLORING THE MINE

You peer into the darker portions of your mine, hoping to find some clue about where the illagers came from. Instead, you find only trouble!

Roll a die and consult the Mob Table to see which mob crawls out of the darkness and attacks! It's time to fight for your life!

MOB TABLE	
ROLL	**RESULT**
1–2 ⚀ ⚁	Zombie
3–4 ⚂ ⚃	Skeleton
5–6 ⚄ ⚅	Slime

MINE MOB TRACKER

Every time you defeat a mob, check off a box on the Mine Mob Tracker.

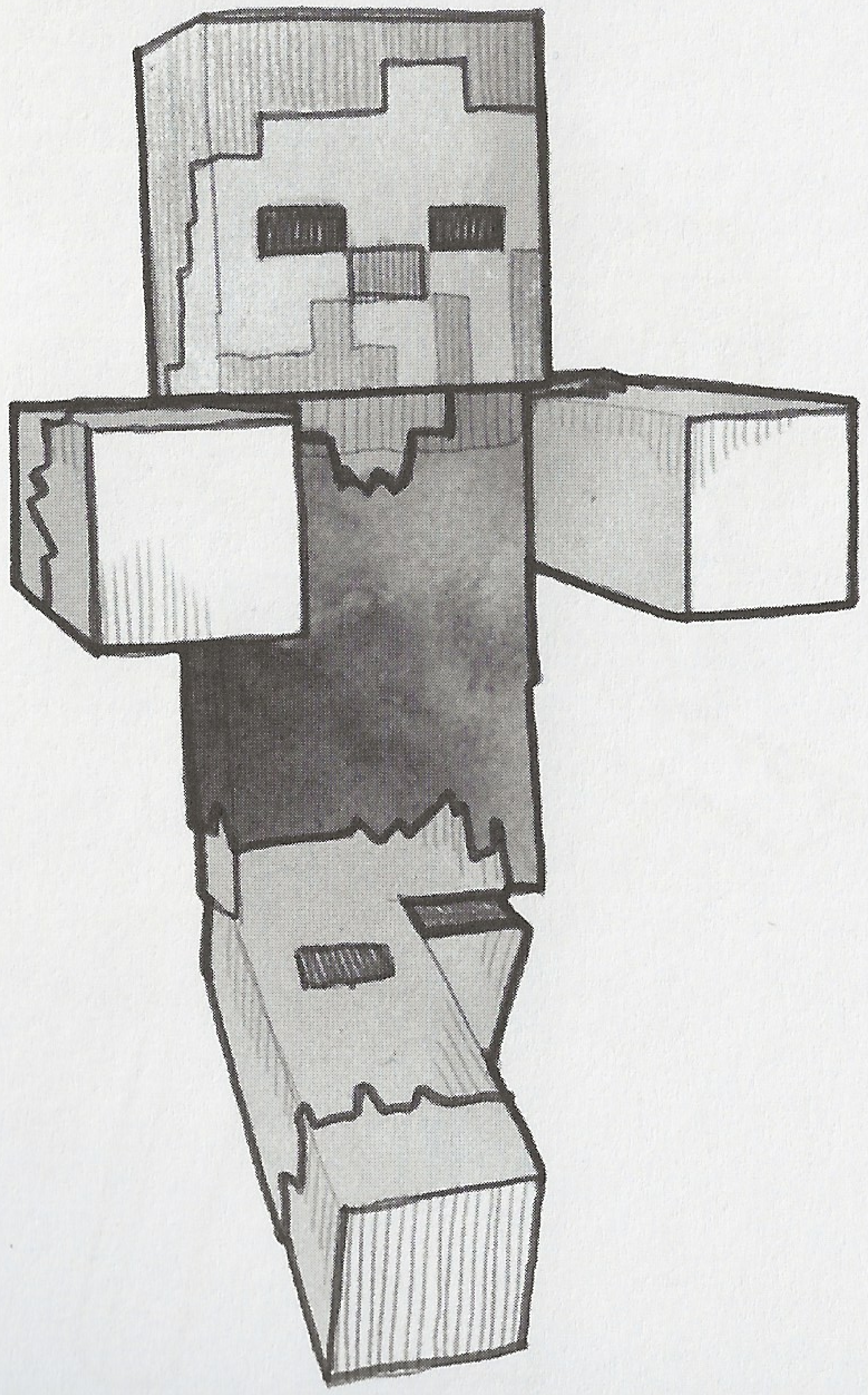
☐ ☐ ☐

↗ If you wound up here without a torch, climb back up to page 49.

☐ Otherwise, you can keep looking around and roll on the Mob Table again.

↑ Once you check off all three boxes on the Mine Mob Tracker—and you have a torch—turn to page 54.

ZOMBIE

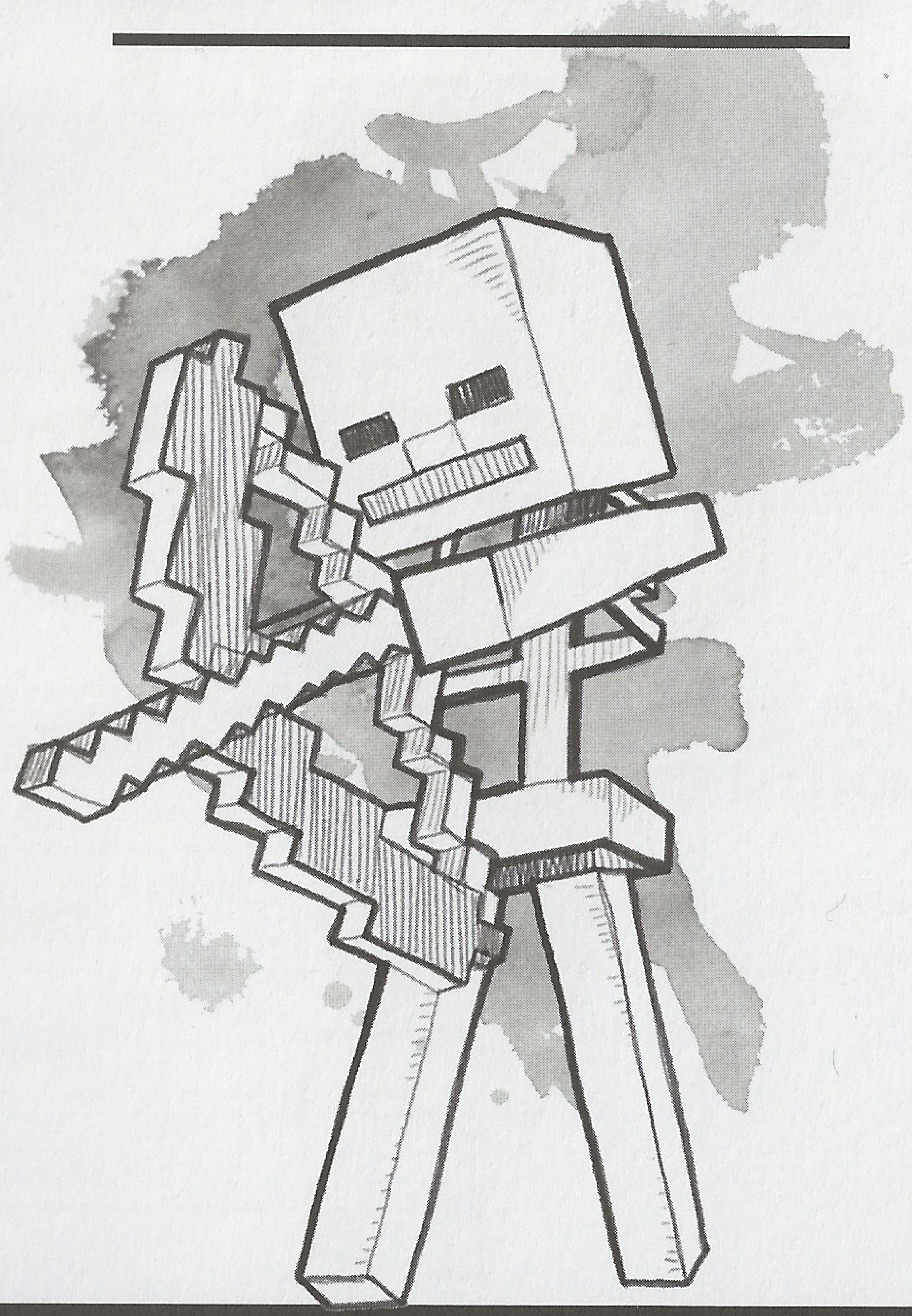


HEARTS: 10 • DAMAGE: 3 • DEFENSE: 4

SPECIAL EFFECT: The zombie bites you, hitting you a second time!

LOOT: Roll a die. On a 6, gain 1 iron.

SKELETON

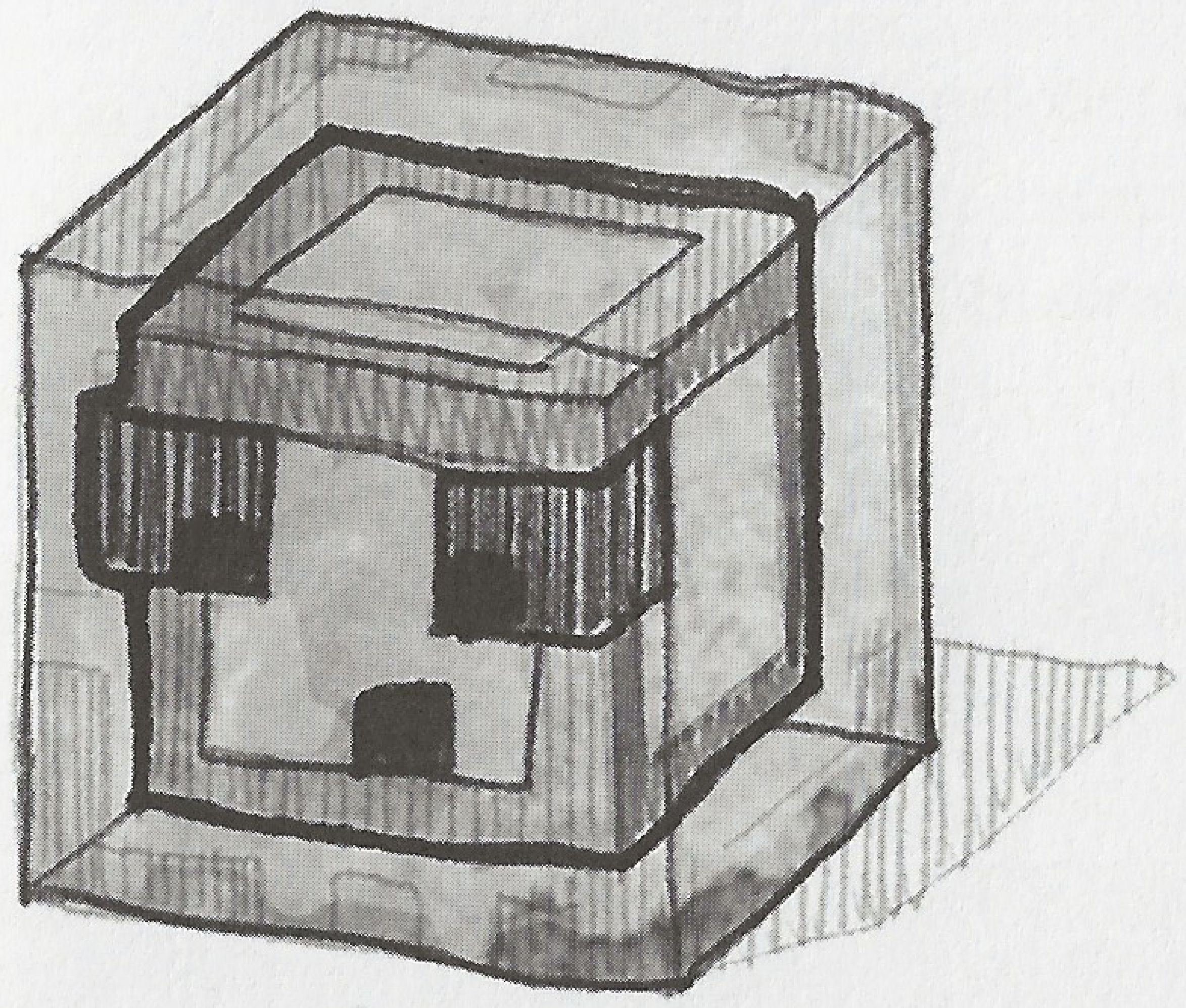


HEARTS: 8 • DAMAGE: 2 • DEFENSE: 4

SPECIAL EFFECT: The skeleton retreats to a safer distance. For the rest of this battle, its Defense is 5.

LOOT: Roll a die. On a 6, gain a bow.

SLIME



HEARTS: 16 • DAMAGE: 2 • DEFENSE: 4

SPECIAL EFFECT: The slime splits! Its current Damage doubles.

LOOT: Roll a die. On a 3 or higher, gain 1 slimeball.

THE MINE CREEPER

■ ■ ■ ■ ■ ■ ■ ■ ■

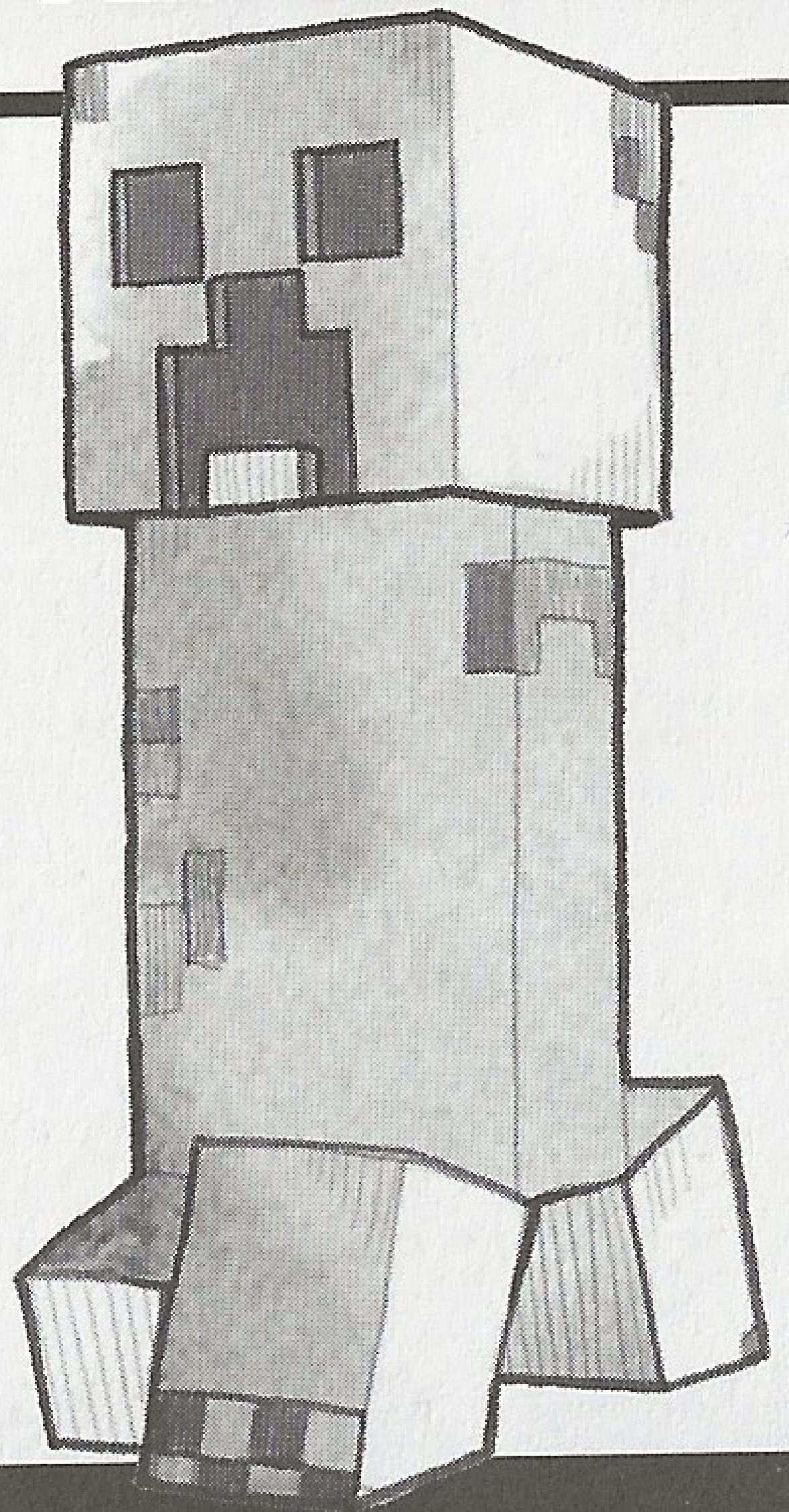
As you recover from your last battle, you notice the opening of a tunnel much deeper in the mine, and you work your way toward it. The passages are tight down here, which is probably why you haven't come this way before, but maybe that didn't stop the illagers from using them.

You raise your torch before you as you peer into a particularly dark corridor, and you cock your head, wondering if that's water running into lava that you're hearing. Then you realize that the hissing is coming from behind you, and it's growing louder!

You spin around to see a creeper blocking your way.

You'd better try to take it down before it explodes!

CREEPER



HEARTS: 10 • DAMAGE: 0 • DEFENSE: 3

SPECIAL EFFECT: The creeper starts hissing louder than ever. It's about to explode! If you get this special effect a second time in this battle, KABOOM! Take 20 points of damage!

LOOT: If the creeper didn't explode, roll a die. On a 6, gain 2 gunpowder.

Every time you make an attack roll against the creeper, check one of the boxes below.

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

☐ If you fill the eighth box, the creeper explodes! Take 20 points of damage.

If you win the battle, turn to page 56.

☐ Otherwise, return to page 22.

BOOM!

You sit down to catch your breath after defeating that creeper. In the quiet, you realize you weren't wrong before. There is a hissing coming from deeper in the mine, just behind that stone wall ahead of you.

The hissing grows louder, sounding a lot like that creeper you just fought. Suddenly you realize that's because it *is* coming from a creeper—one that's on the other side of the wall!

You dive for cover just as the hidden creeper goes KABOOM!

When the dust settles and your ears stop ringing, you notice that the explosion blew a hole in the center of the wall you were standing next to. You peer into it, but the darkness on the other side is impenetrable. Somewhere in there, though, you can hear running water and something else—something gurgling.

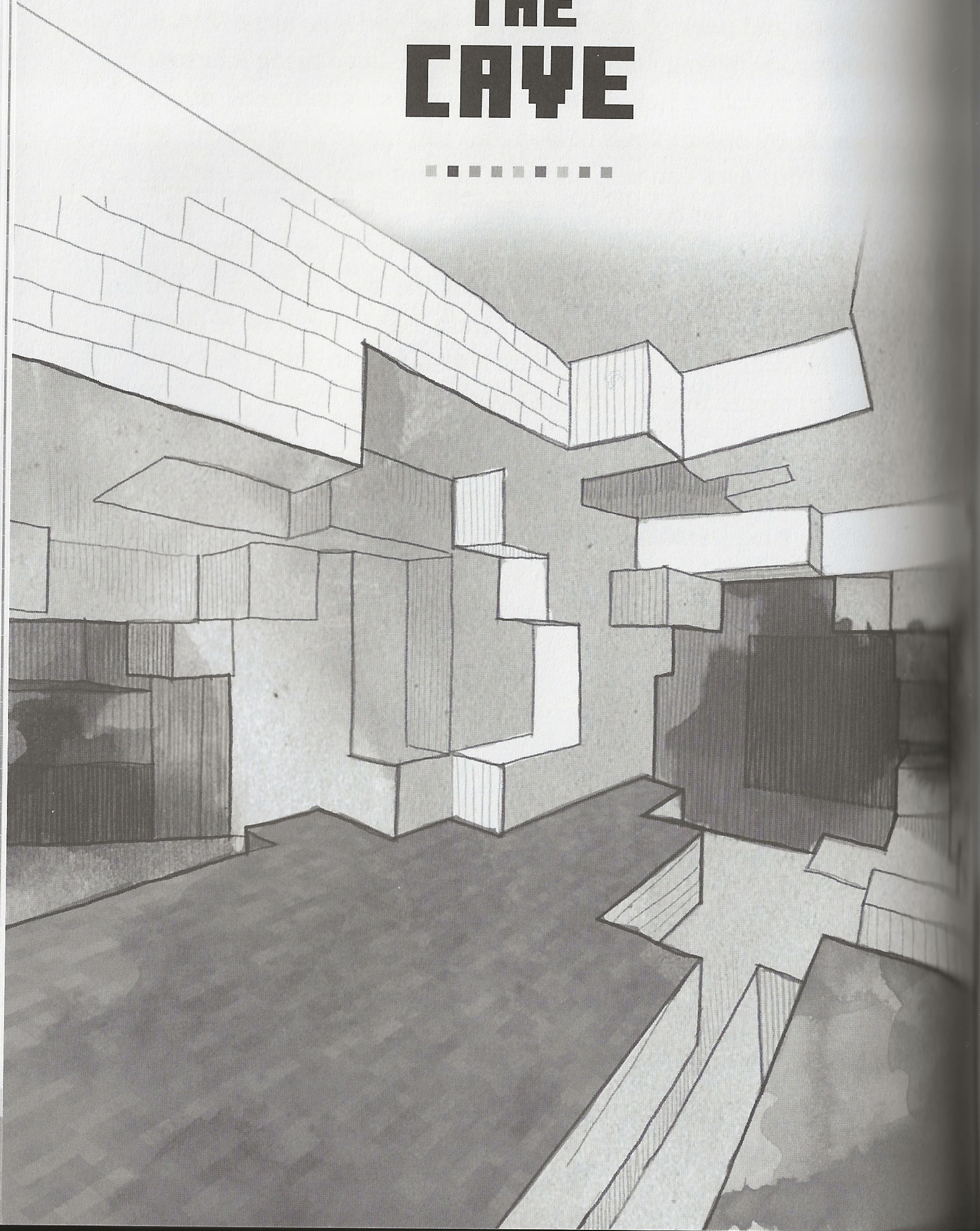
Summoning your courage, you thrust your torch into the opening and peek past it. The cavern beyond is so incredible, it makes your mining efforts look like you've been tilling a furrow in the dirt with a hoe. Uneven stone walls extend in all directions, lit by distant flows of lava and patches of glow lichen, as far as your eyes can see, and you can just barely make out the cavern's floor far below.

Startled by the torchlight, a group of bats screech in surprise and zip past your head, fleeing back the way you came. You suppose that even such creatures must fear living here. A place like this is sure to contain treasure and danger in equal measure.

You realize that this cave is your best way forward.

● When you're ready to proceed,
turn to page 58.

THE CAVE



You climb through the hole made by the hidden creeper and clamber your way down to the bottom of the great cave. Despite the cavern's uneven walls, the floor is surprisingly flat. In a chamber this large, you might expect to see an abundance of ore dotting the walls, but you don't spy so much as a piece of coal.

If the illagers have been at work here, that would explain those strange facts, but if they were here before, they're not now.

The light of your torch reveals a number of twisty passages, all alike, extending in every direction. Most of these are obvious dead ends, no more than a few blocks deep, but you spy a pair of larger passageways at the far end of the chamber.

The tunnel on your left leads downward, toward the clear sound of running water.

The tunnel on your right leads onward—straight and level—into the darkness. It seems quiet, but if you listen closely, you think you can make out a distant crackling.

⇖ To go left, turn to `page 60`.

⇗ To go right, turn to `page 65`.

∷ If you have the book and the ominous banner,
you can turn to `page 69` instead.

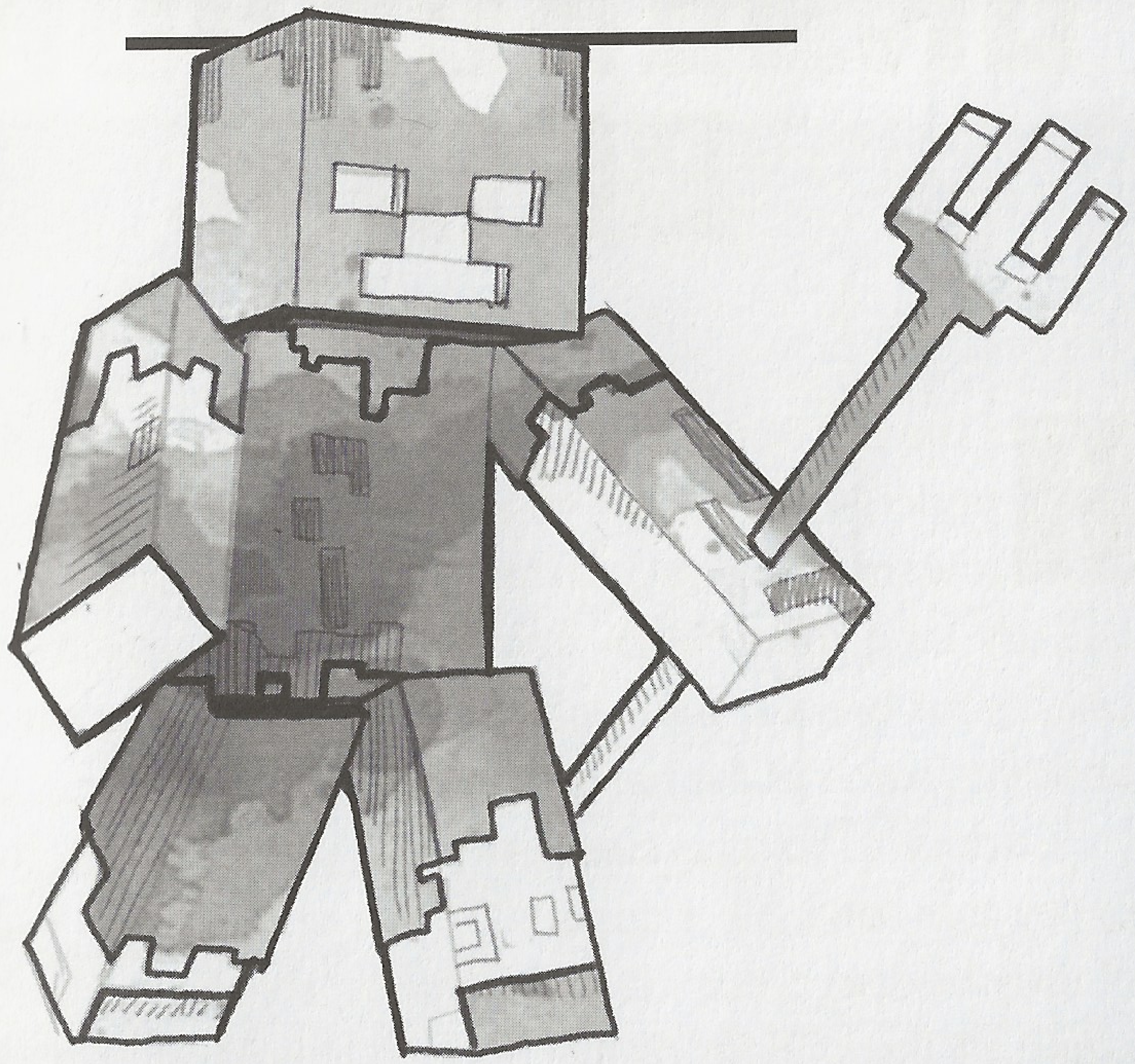
LEFT TUNNEL

As you descend the tunnel to the left, the sounds of rushing water grow louder, and eventually the floor of the passageway becomes wet. With every passing step, the water around your feet grows deeper. Undeterred, you press onward, first wading and then swimming, holding your torch high with one hand and paddling with the other.

You emerge from the tunnel into a cavern filled with an underground lake. You see the ghostly light of a glow squid moving serenely through the water. The squid and your torch *should* be the only light down here, but on the far side of the lake, a dim light illuminates a small patch of beach.

You take a deep breath and prepare to swim across, but before you can kick off, you hear something gurgling behind you. A group of drowned armed with tridents emerges from the darkness and attacks!

DROWNED



HEARTS: 30 • **DAMAGE:** 6 • **DEFENSE:** 4

SPECIAL EFFECT: Fighting in the water slows the pace of your blows. Subtract 1 from your Damage for the rest of the battle.

LOOT: Roll a die. On a 6, you grab a trident before it sinks.

TRIDENT: 2 Attack, 3 Damage—or 4 Damage when rolling a single die.

➔ If you survive the fight, turn to page 62.

☐ Otherwise, return to page 22.

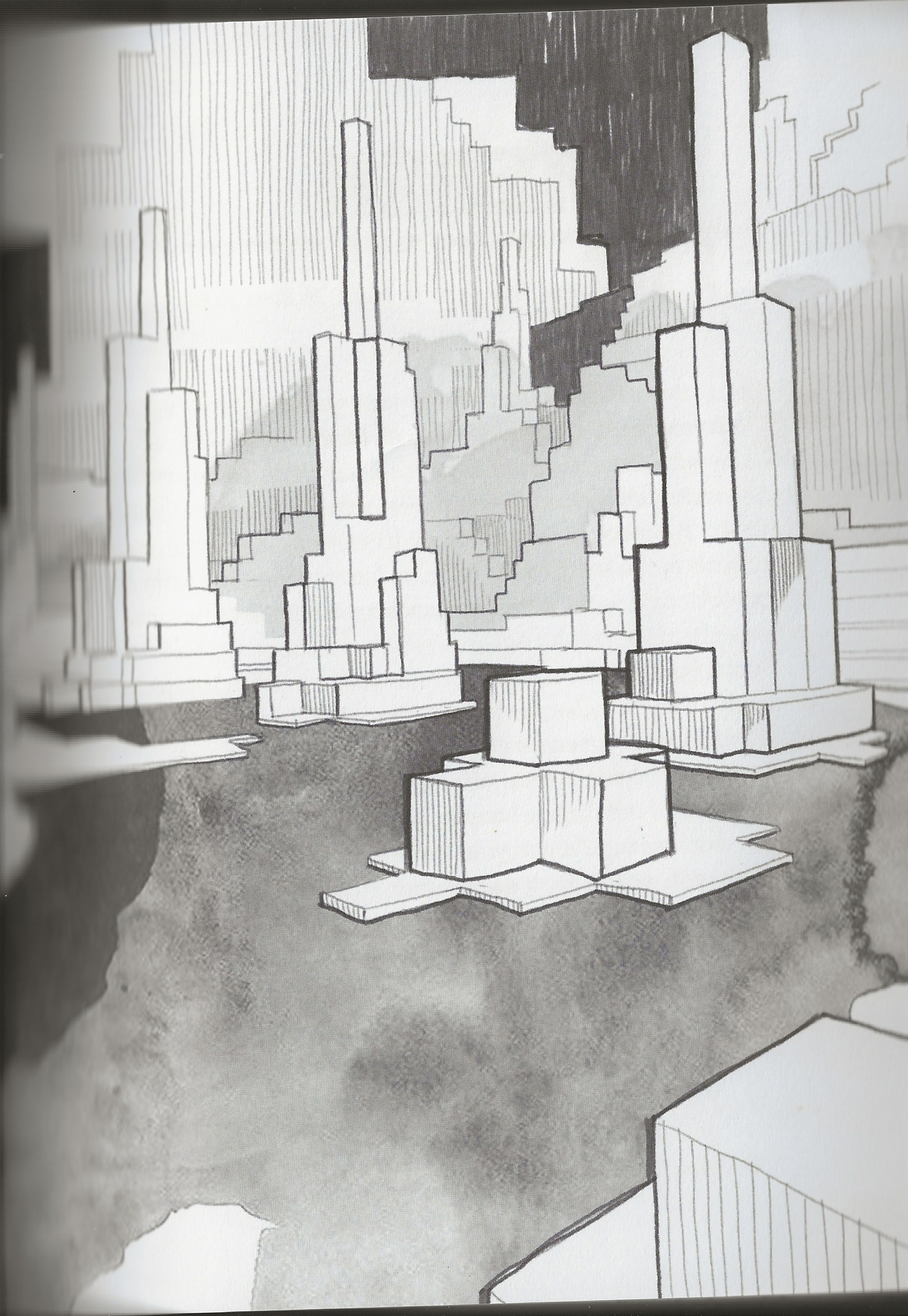
THE UNDERGROUND BEACH

As the last of the drowned sinks beneath the surface of the underground lake, you gather your strength and swim toward the glow on the opposite shore. You collapse on the dry land there when you reach it and take a moment to catch your breath. You realize that you're resting on a patch of obsidian, some of the hardest material around.

Curious as to where you are, you push yourself to your feet to see that the light is coming from a pool of lava in the center of the obsidian patch on which you're standing. There's a small island in the middle of the pool of lava, and you can see an ominous banner sitting in its center.

If you have a bucket, turn to page 64.

Otherwise, if you want to reach the banner, you should come back later, with a bucket. Till then, head back to page 58.



REACH THE BANNER

You know that leaping into the lava would instantly burn you to death, but you also know how to deal with such dangers. You use your bucket to scoop up some water from the lake and pour it over the lava, sending up great puffs of steam. The cooling lava instantly turns into obsidian that's impervious to the still-glowing lava, and in this way, you form a safe path leading to the obsidian island in the middle of the pool of lava.

Soon you reach the ominous banner and hoist it up. It depicts an illager's face, which appears even more evil than usual in the reddish light from the lava's glow.

You're not entirely sure what good the ominous banner might be, but if the illagers went to such lengths to protect it, it must be important. Add it to your inventory.

While you're at it, you decide that a bucket of lava might come in handy at some point. You scoop up some in your impervious bucket.

* * *

From here, you can safely head back to page 58.

RIGHT TUNNEL

Torch in hand, you continue into the darkness. As you walk, the floor becomes a set of stone steps, and the walls narrow until the tunnel is only a single block wide. A corridor like this could never have come about naturally. The illagers *have* been at work here.

Excited by the prospect of finally confronting the fiends who attacked your village, you sprint down the hall. In the distance, a faint light appears at the end of the tunnel. A crackling noise grows louder as you approach your destination.

Eventually, you emerge into a burning wooden chamber. The presence of books and glass strewn about the room indicate that this was once somewhere between a library and a laboratory, but now large parts of the wooden floor have burned away, revealing a flowing stream of deadly lava below. You see an exit on the other side of the room, but it would be risky to try to reach it from here.

You have time to do one thing.

* * *

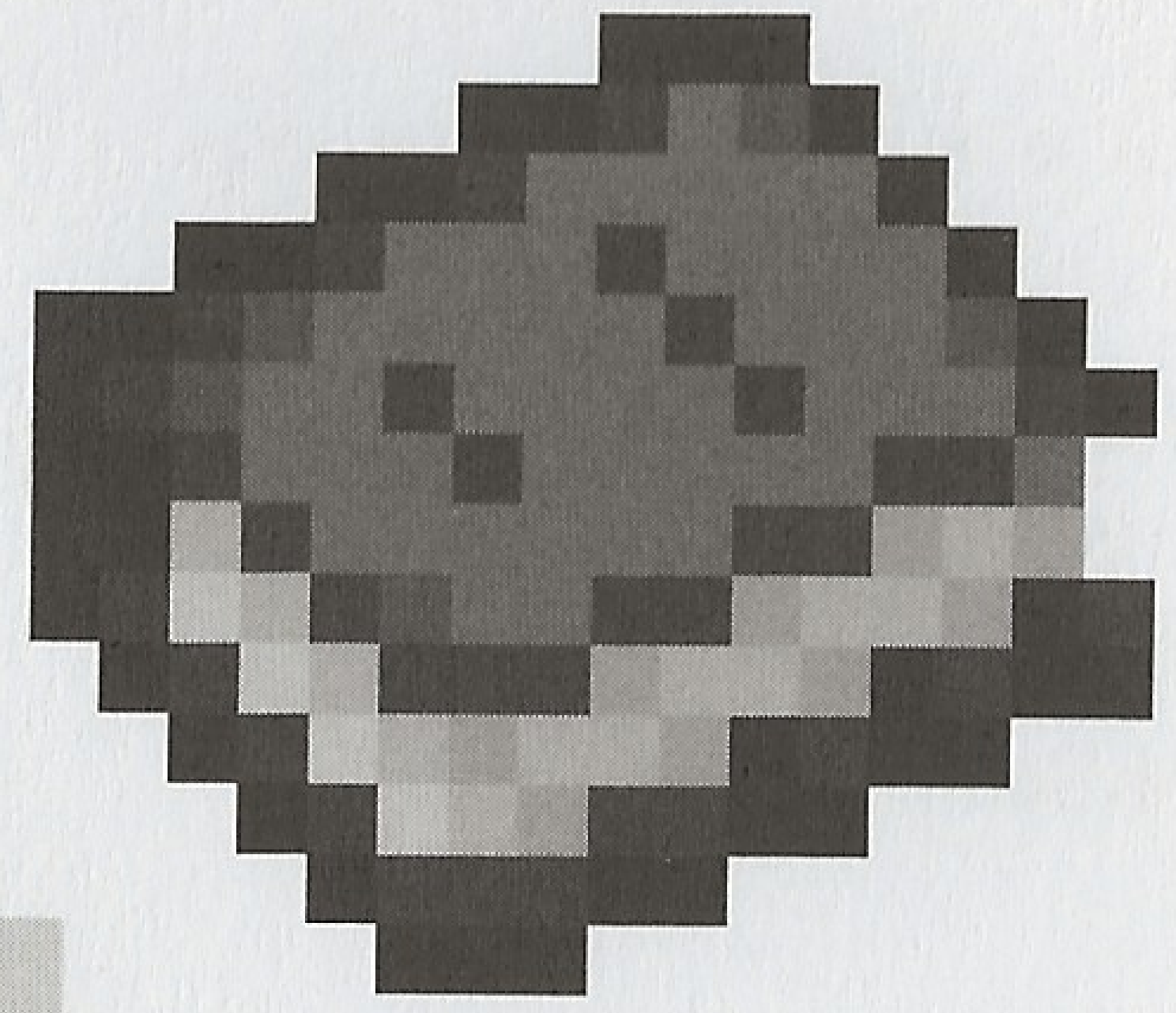
If you want to grab a book, turn to page 66.

If you want to try to leap to the other side of the room, turn to page 68.

GRAB THE BOOK

That lava looks far too dangerous, and you have no desire to risk a fall into it. Instead, you snatch an endangered book and beat the flames from its pages as you retreat up the tunnel. Once you're a safe distance from the burning room, you open the book to see what you've rescued.

It turns out that it's less of a book and more of a journal the illagers used while constructing a tunnel from their land to yours. The journal is filled with messages and notes and all sorts of details written in illager script, which you don't fully understand. Still, you puzzle out what you can.



It seems that the leader of some kind of illager cult based around creepers sent the illagers to invade your village and the lands around it. They've already conquered a nearby island, and they're using that as a base from which to expand their territory.

The last page seems important. It says something about a decorated pot and a secret tunnel. Apparently if you put the right banner into the pot, you can open up the secret tunnel.

The last bit that you can puzzle out says something about destroying all the plans, including this book.

Good thing you got your hands on it first. You wonder where those illagers who set that room on fire might be now though.

● Return to page 58.

DANGEROUS LEAP

The flames leap higher, and you can tell that what's left of this room isn't going to last long. You decide that you're never going to have another chance at this, so you need to try to leap across the lava now!

Roll a die. Subtract 1 if you are wearing leather armor (due to it being heavy) or subtract 2 if you are wearing any other kind of armor (due to it being even heavier).

∷ If you get a 4 or higher, you make the incredible leap across the lava and land safely on the other side of it. There's no going back that way now! Continue to page 70.

☐ If you get a 3 or less, you just miss landing on the other side of the library, and you tumble into the lava instead. Go back to page 22 and note that you cannot attempt this again.

Either way, you cannot try to get the book.
The flames destroy it.

SECRET TUNNEL ENTRANCE

You snatched the book from the burning room and you secured the key from the obsidian shore of the underground lake. And you even managed to get back to the cavern!

Using the book as your guide, you realize that you missed something the first time you came through here. There's a pot sitting on the side of the cavern opposite from the two obvious tunnels, and it's been decorated with a design that looks like a creeper. You never would have spotted it without some clues, much less have known you were meant to put a banner in it.

You put the ominous banner into the decorated pot, and a section of the wall right next to it opens wide.

A long set of stairs flows down a dark tunnel beyond. You raise your torch and start making your way down, down, down.

∷ Turn to page 70.

SECRET TUNNEL

You find yourself in a wide, tall, and long tunnel that descends deeper and deeper as you walk along it. You guess that you're farther underground now than you have ever been, but the tunnel keeps going and going.

Eventually, the way levels off for a while, and you spy something faintly shining in the ceiling ahead of you. As you move forward, you realize that the roof of the tunnel here is lined with glass, allowing you to see upward.

Instead of open sky, though, you see only water above you. It's so deep that you can barely see the sunlight streaming through it. You must be at the bottom of the sea!

As you stroll along, sea life of all sorts comes nosing down at the glass above you, curious about this strange visitor in their biome. You spot salmon, turtles, cod, and even a pod of dolphins.

At one point, a pufferfish starts following you, wondering what you're doing. They stare after you so hard that they bump right into a squid. This startles everyone, including you.

The pufferfish puffs right up and begins to float away, while the squid squirts out a cloud of black ink, obscuring everything above you.

You keep walking, and soon enough stone replaces the glass again. Not long after that, the floor of the tunnel begins to slope upward. This continues until the passageway comes to a dead end.

For a moment you worry that you came all this way for nothing. Then you spy a ladder leading up. At this point, you're not going back, so you start to climb.

Turn to page 180.

THE PLAINS

You hike through the wilds around the village and find yourself at the top of a gentle hill that looks out over a wide, open region filled with expanses of grass and the occasional clump of trees. Cows wander about at the bottom of the hill, peacefully ignoring anything around them. An ocean glitters in the distance, but there are plenty of areas to investigate between here and the coast.

* * *

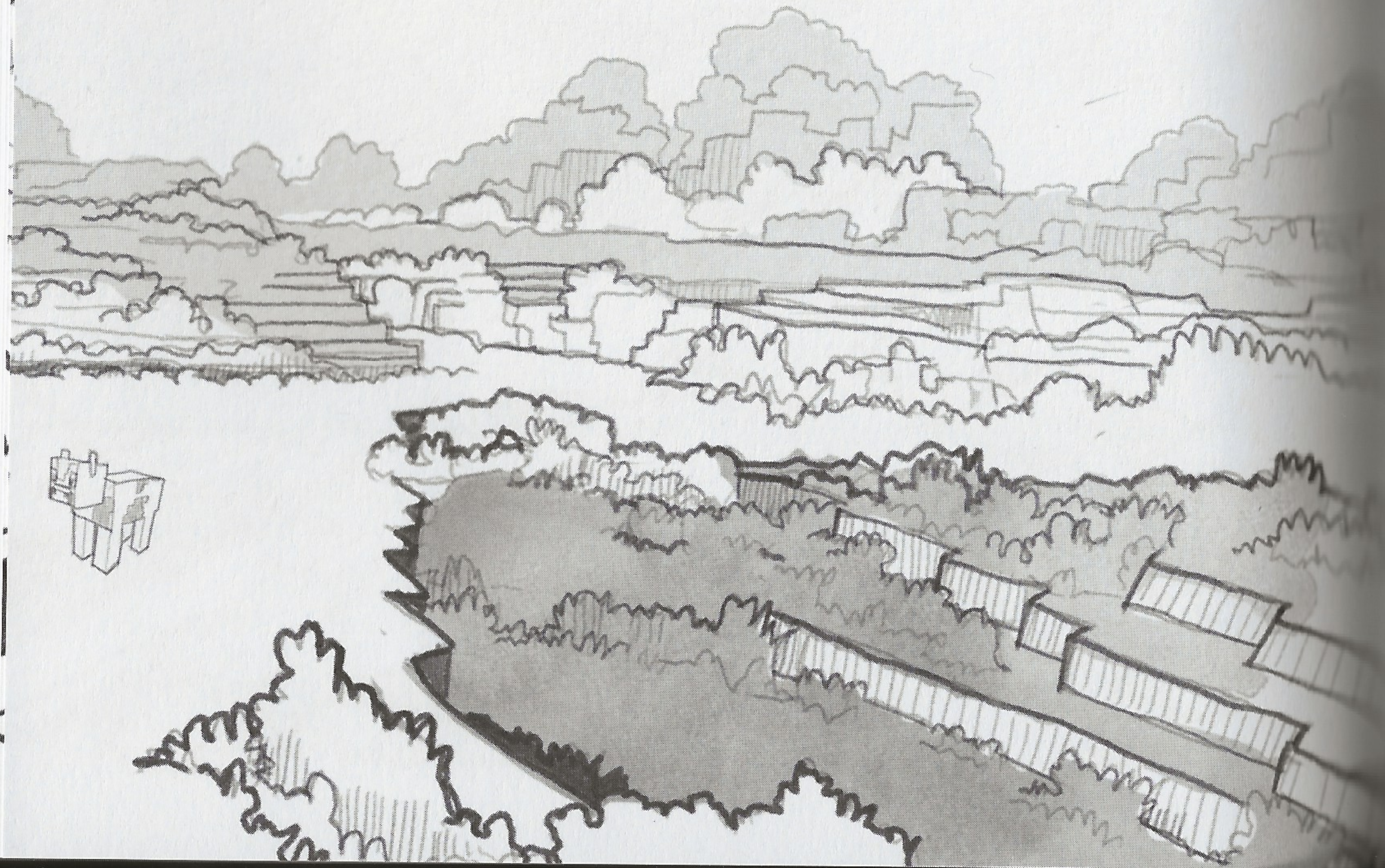
While roaming the plains might not seem as dangerous as delving into a mine or exploring the woods, you're still a good hike from the village here, with no one around to help you. You know from hard-won experience that you shouldn't waste daylight out here, as it can be dangerous to be outside at night.

Still, you've never let something like that stop you before. Keeping your wits about you, you start exploring.

Explore the plains. Turn to page 76.

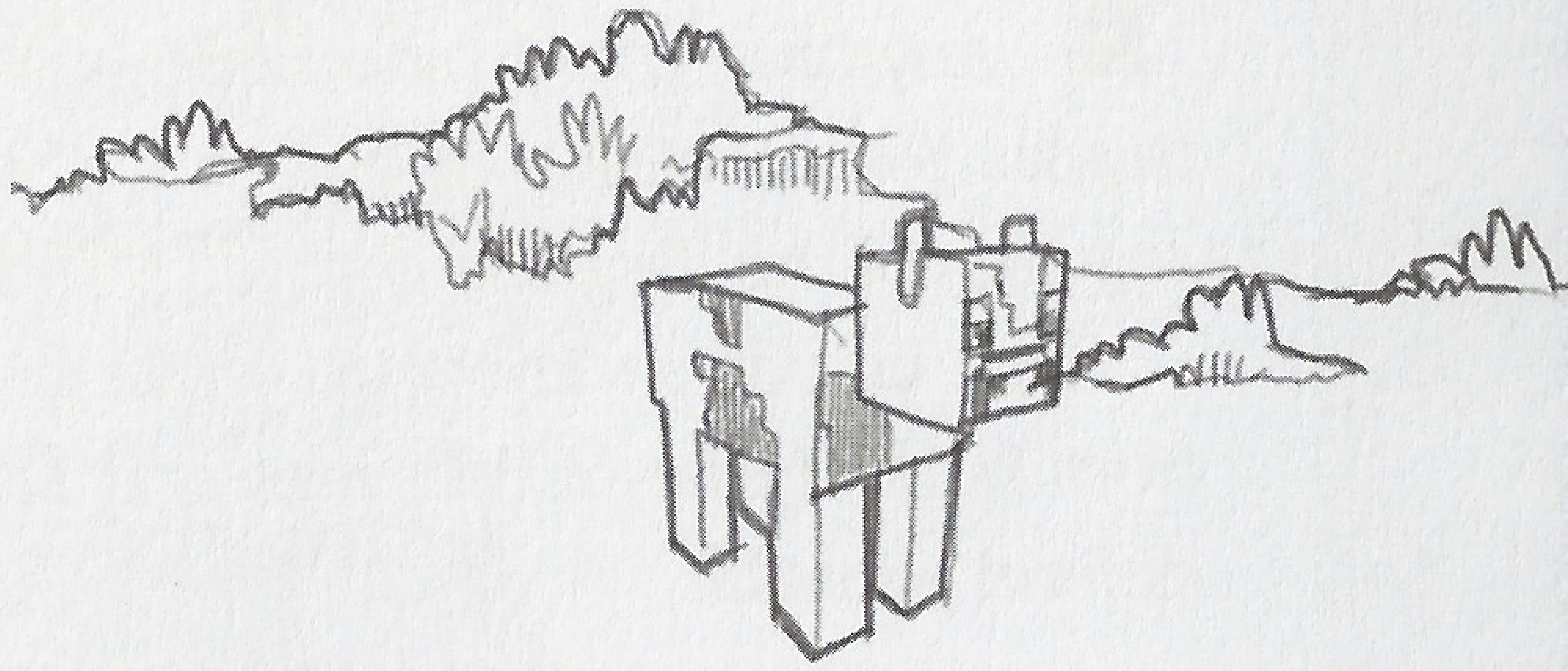
Head for the coast. Turn to page 96.

EXPLORE THE PLAINS



You set out to roam about the plains, looking for some sign of the illagers who attacked the village.

From the hilltop, you see five likely areas to explore: a stand of trees, a gentle valley, a shadowy canyon, an open field, and a column of smoke beyond one hill. Any of them could be hiding the clues you're looking for. Which way should you go first?



To enter the stand of trees, turn to page 78.

To wander through the gentle valley, turn to page 80.

To delve into the shadowy canyon, turn to page 82.

To explore the open field, turn to page 84.

To investigate that column of smoke, turn to page 86.

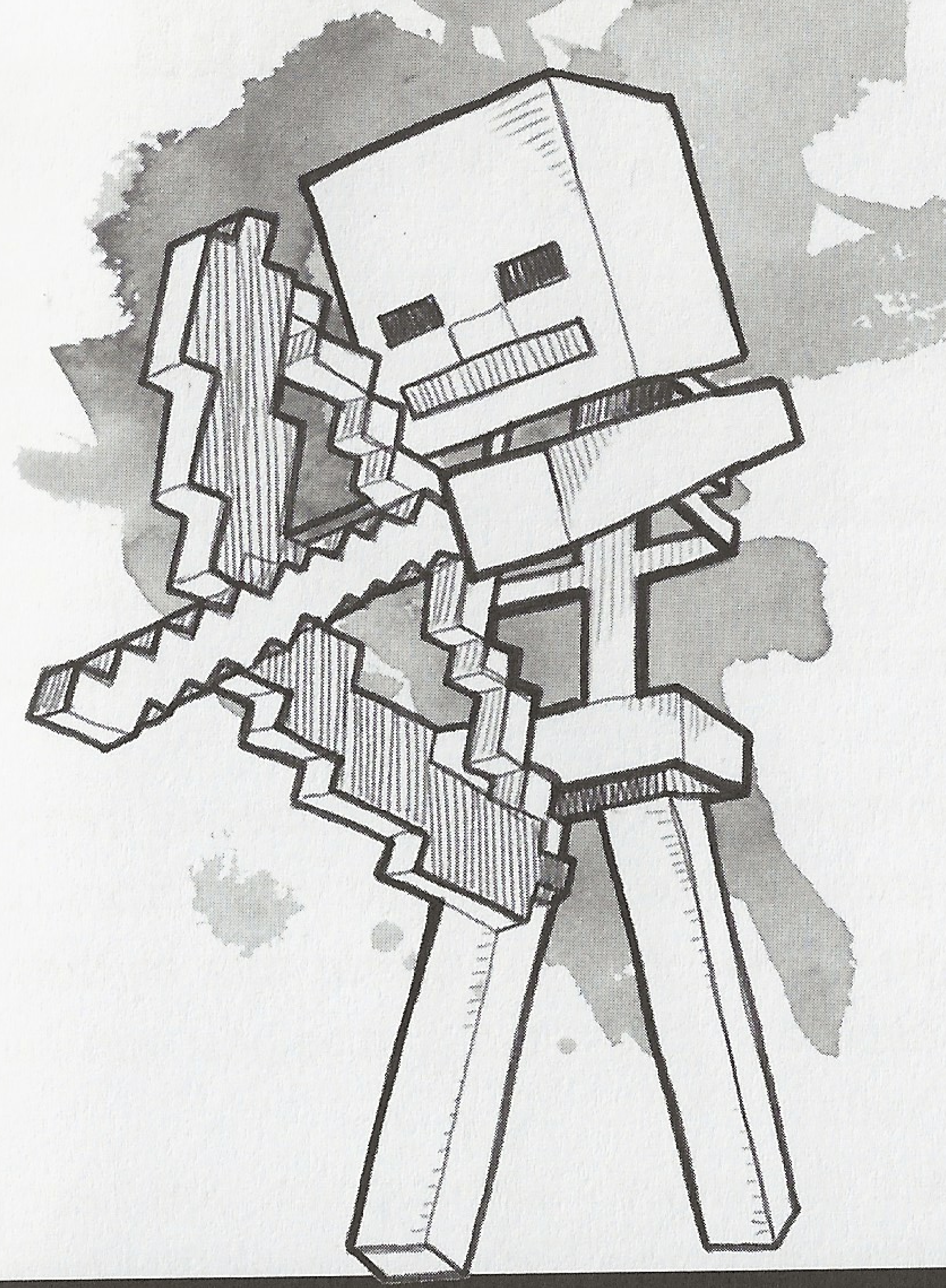
If you're done exploring the plains, you can turn to page 96 or use the map to travel to a different part of the world.

SKELETON ATTACK

You enter the little woods, and it's darker beneath the boughs than you had hoped it would be. It seems like anything could hide here, lurking behind the trees' thick trunks. You carefully wind your way through, but you don't find any sign of the illagers.

Just as you're about to leave this place, a skeleton bursts from behind one of the trees and fires its bow at you. Time to defend yourself!

SKELETON



HEARTS: 8 • **DAMAGE:** 2 • **DEFENSE:** 4

SPECIAL EFFECT: The skeleton retreats to a safer distance. For the rest of this battle, its Defense is 5.

LOOT: Roll a die. On a 6, gain a bow.

👢 If you survive the fight, turn to page 76.

☐ Otherwise, return to page 22.

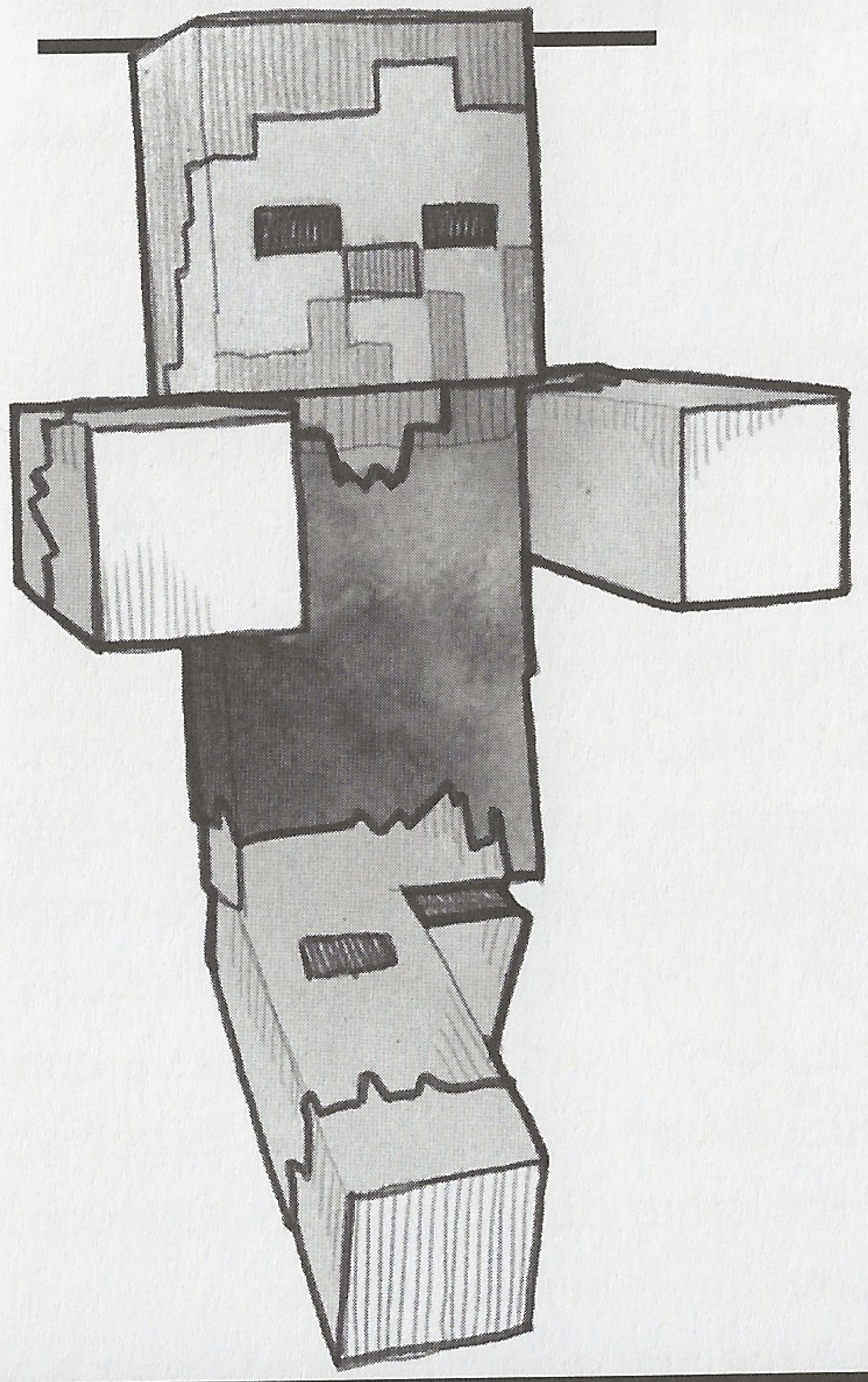
ZOMBIE AMBUSH

The gentle valley reminds you of when you first came to this part of the world. You spent countless days wandering about, exploring and learning the lay of the land. Danger lurked around every corner, but you enjoyed rising to the challenge every time. And that's what led you to find the village you now call home—and which now is healing from the illagers' assault.

You think that you see a trail where someone trampled down a path in the grass as they crossed the valley from one end to the other. Might the illagers have made that as they marched through? You decide to follow the trail as best you can and see where it leads you.

As you reach the valley's lowest point, you hear a strange sound coming from around a bend in a creek that runs off to the side of the trail. You move closer to investigate, and a zombie that has been splashing through the shallows rises up over a low hill and lunges at you!

ZOMBIE



HEARTS: 10 • **DAMAGE:** 3 • **DEFENSE:** 4

SPECIAL EFFECT: The zombie bites you, hitting you a second time!

LOOT: Roll a die. On a 6, gain 1 iron.

If you survive the fight, turn to page 76.

☐ Otherwise, return to page 22.

SPIDER SURPRISE

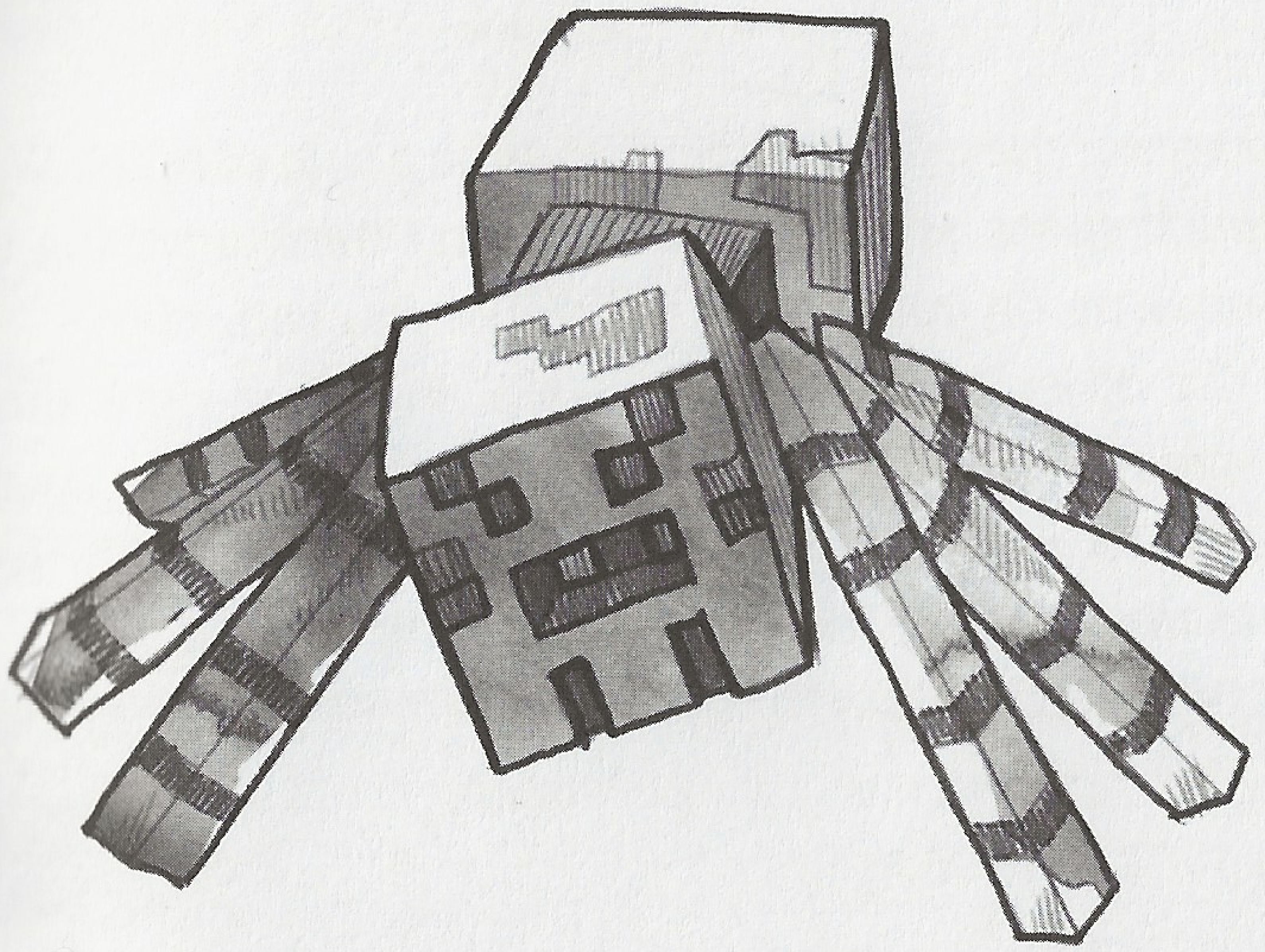
You work your way down the rocky walls of the shadowy canyon until you reach its stone-covered floor. A small stream runs through the middle of it, but you see no creatures about.

You realize that, while it was easy to get down here, it might be more of a struggle to climb back out. Now that you're here, though, you might as well look around to see if you can find any sign of the illagers rampaging through the region.

You reach the end of the canyon, which is covered by a wide stone ceiling above, and see that you've come to a dead end that feels almost like a gloomy cave. When you turn around to go back in the other direction, a cave spider drops down from the ceiling and lands in front of you!

You don't see any means of getting past it, which clearly was its plan. It has you trapped in the canyon's end, and the only way out is right through that cave spider. You attack!

CAVE SPIDER



HEARTS: 8 • **DAMAGE:** 2 • **DEFENSE:** 4

SPECIAL EFFECT: The cave spider's bite poisons you! Take 1 damage (ignoring Armor) every turn until the battle ends.

LOOT: Roll a die. On a 5 or 6, gain 1 string.

If you survive the fight, turn to page 76.

☐ Otherwise, return to page 22.

CREEPER KABOOM

You enter the open field and breathe a sigh of relief. With so much space around you, you don't think anything could sneak up on you, and you feel like you can relax.

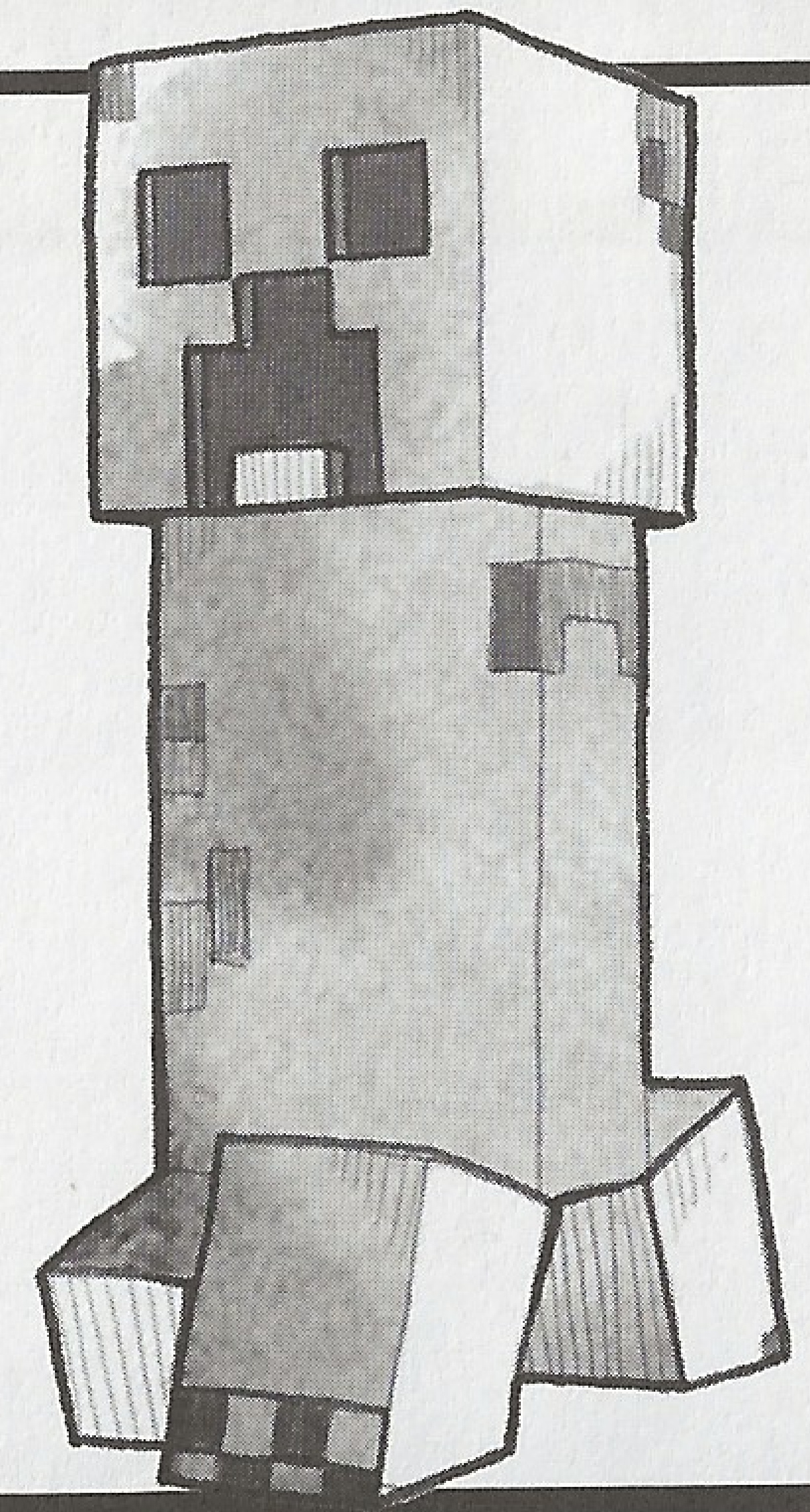
On the other hand, you don't see any clear signs that the illagers passed this way. They might have been able to cover traces of their passage in the high grass here, though, so you decide to take a closer look, even if it might take a lot of time.

You're strolling along when you hear a strange sound. It's almost like the hissing a creeper would make, but there's no place around here where one could hide.

Or so you think.

A moment later, you trip over a wire. This causes the ground beneath you to give way, and you tumble straight down into a pit. As you spring to your feet, you realize that you're not alone in this pit. There's a creeper in here with you, and it's already hissing mad!

CREEPER



HEARTS: 10 • **DAMAGE:** 0 • **DEFENSE:** 3

SPECIAL EFFECT: This creeper started out ready to explode. If you get this special effect, it instantly goes KABOOM! Take 20 points of damage!

LOOT: If the creeper didn't explode, roll a die. On a 6, gain 2 gunpowder.

Every time you make an attack roll against the creeper, check one of the boxes below.

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

☐ If you fill the eighth box, the creeper explodes! Take 20 points of damage.

If you survive the fight, turn to page 76.

☐ Otherwise, return to page 22.

DESTROYED VILLAGE

That column of smoke looks awfully suspicious. You head straight for it, climbing over hills and through valleys and crossing streams until you find yourself atop a low hill, looking down at a village that seems to have been utterly destroyed.

You work your way closer, sharp on the lookout for any sort of danger. It looks like the illagers' work, all right. The place is littered with crossbow bolts, just like the ones they use, and most of the buildings have been burned nearly to the ground. Only the charcoaled remnants of their walls still stand.

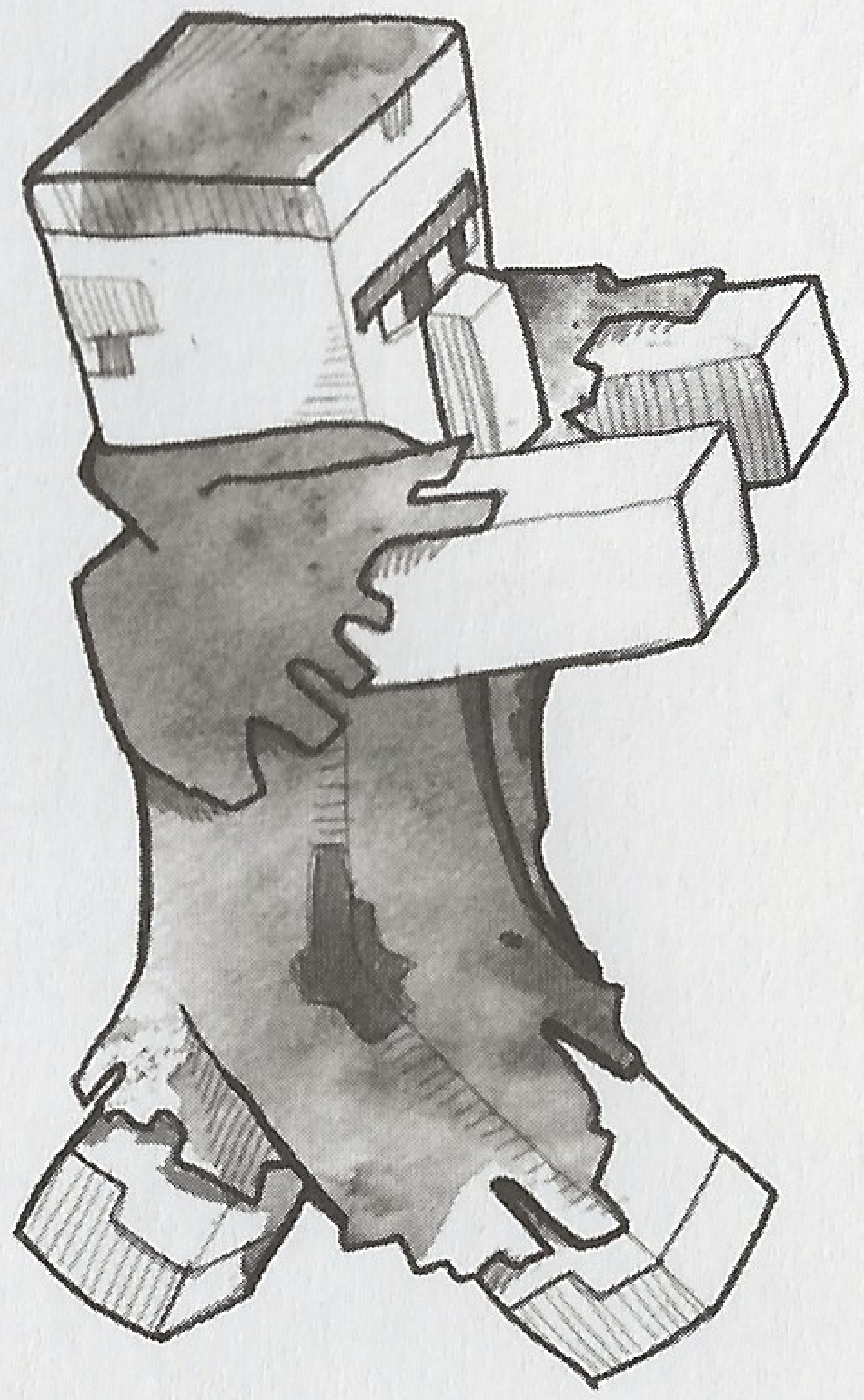
You don't see any villagers around. With any luck, they all fled during the attack rather than fell to the illagers. If they did flee, you hope that they find somewhere else to call home soon, maybe even back in your own village. They didn't deserve this.

As you march past what must have been the tannery in this village, you hear a low groaning noise coming from inside it. You immediately charge into the building to see who or what could be making such a sound.

The building smells like an old campfire. You would have expected to find more things still here, but you suspect the illagers looted the place before setting it on fire.

In the far corner, you discover a villager trapped under a beam that fell from the ceiling as it burned. That's the source of the complaints you heard. The villager seems like they might still be alive!

You rush over to see if you can help, and you discover that you're far too late. This villager has become a zombie!



Whoever they were, they must have been trying to help defend the village against the illagers and gotten trapped here. The illagers couldn't have turned them into a zombie, but another zombie must have taken advantage of the situation to attack too.

The zombie villager is lying next to a suit of leather armor. Too bad they didn't put it on in time—not that it for sure would have saved them.

You've heard that there's a way to cure such poor souls, but you need a golden apple and a weakness potion to do it.

* * *

If you want to free the zombie villager,
turn to page 90.

If you want to attack the trapped zombie villager,
turn to page 92.

If you have the two things you need to cure the zombie
villager, turn to page 93.

If you want to leave the zombie villager alone for now,
turn to page 76.

ZOMBIE VILLAGER ATTACK

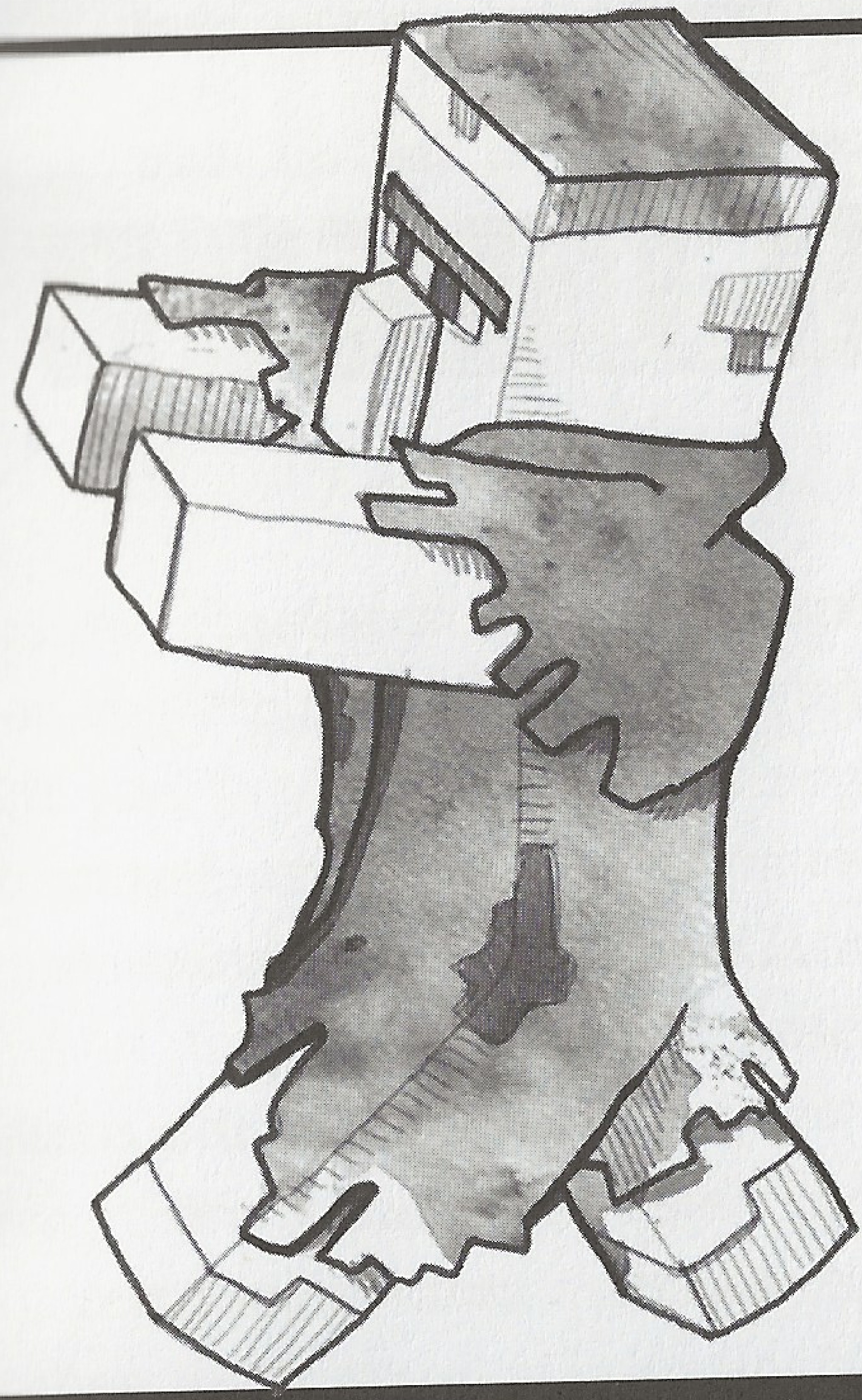
You decide that you can't bear to leave the poor zombie villager trapped there underneath that fallen beam. No one deserves to suffer like that.

You take your pickaxe to the beam and destroy it with a few well-placed blows. A moment later, the zombie villager realizes that they can finally move again for the first time since the beam crushed them. They leap to their feet—and immediately attack you!

That's gratitude for you.

Time to defend yourself!

ZOMBIE VILLAGER



HEARTS: 10 • **DAMAGE:** 3 • **DEFENSE:** 5

SPECIAL EFFECT: The zombie villager grabs and puts on the leather armor that was lying next to them. Take off 1 point of Damage every time you hit them.

LOOT: A suit of leather armor.

If you survive the fight, turn to page 76. You cannot return to the destroyed village again.

☐ Otherwise, return to page 22.

KILL ZOMBIE VILLAGER

You can't just leave this zombie villager here. It would be cruel, and you worry that they might get free and hurt someone else.

It seems like the smart thing would be to destroy them before they have the chance. Doing it while they're still trapped under the beam should make it simple enough.

You draw your weapon and dispatch the zombie villager. The horrible groaning comes to an abrupt end.

You take their suit of leather armor as loot.

Now that you're done with that horrible duty,
turn to page 76.
You cannot return to the destroyed village again.

CURE ZOMBIE VILLAGER

You take out the potion of Weakness you found and splash the zombie villager with it. Then, while they are too weak to hurt you, you jam the golden apple into their mouth and force them to eat it.

The zombie villager starts to shiver, and they thrash about harder than ever. You back off to give them plenty of space while the cure takes effect.

Eventually, the zombie villager's flesh turns to a far more natural color, and the horrible noises that they've been groaning stop. Soon after, the restored villager lies before you, alive and breathing easy. You set to the beam with your pickaxe and have them free in an instant.

➜ Turn the page.

The no-longer-a-zombie villager gets up and wanders off, leaving a suit of leather armor behind. You pick it up (add it to your inventory) and follow the villager out of the burned-down tannery to see where they go.

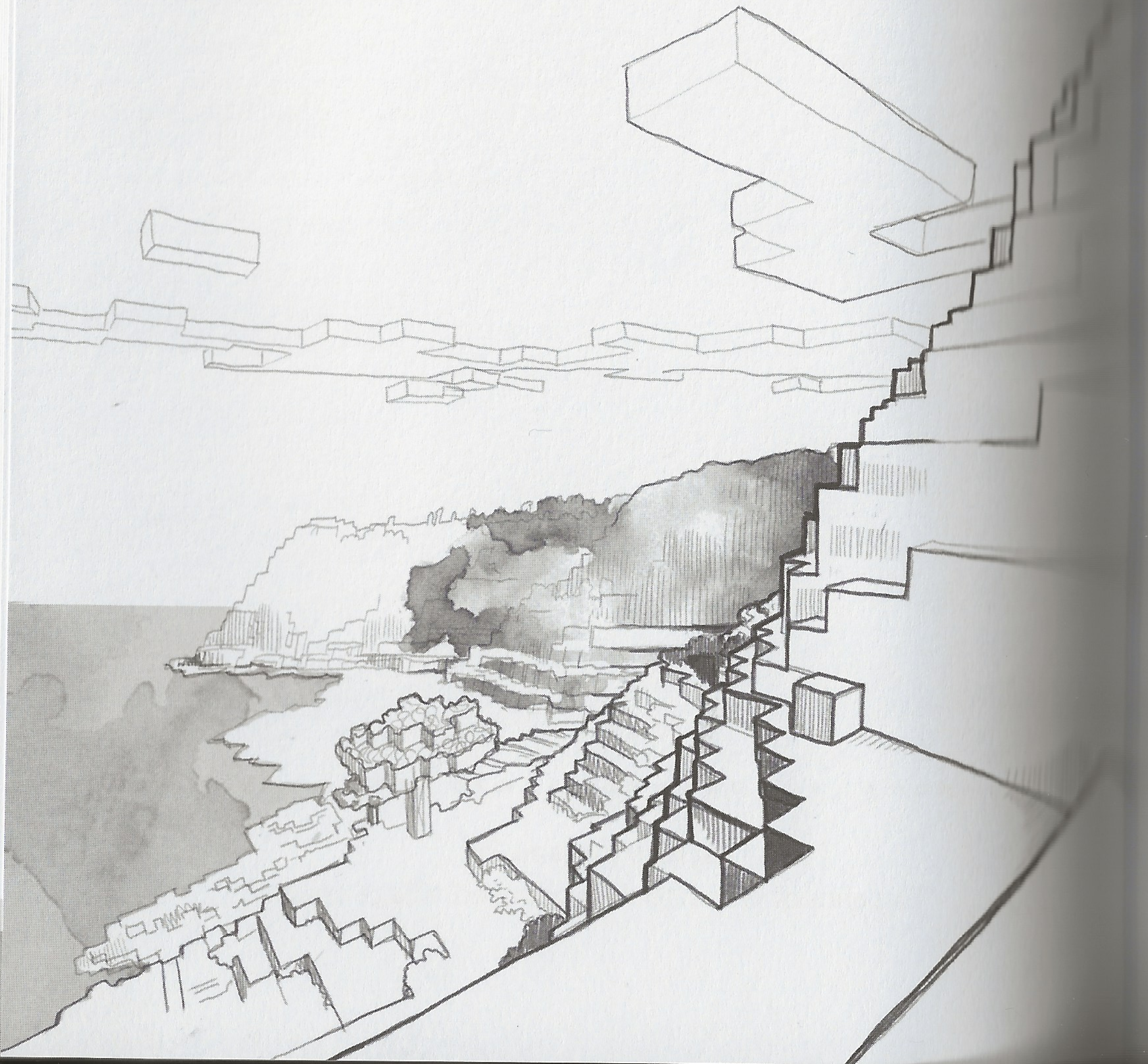
The villager heads to a building that's in fairly good shape compared to the rest of the village: the library. You follow the villager inside and spot a book on a lectern. It's open to a page that shows a hand-drawn diagram of what looks to be an illager outpost. Most important, the diagram shows you a secret way to enter the outpost, potentially avoiding most of the illagers who usually guard such a place.

Someone who lived here must have been posted around that outpost. Maybe that's why this village was attacked. Either way, this diagram could come in handy, so you take it with you.

When you look up, the villager has wandered off again, likely looking to see if there are any other survivors. You decide to leave them to it.

Turn to page 76.
You cannot return to the destroyed village again.

THE COAST



You hike all the way out to the coast and find yourself on a beach, watching the sun sparkling on the water. The sea stretches out before you, and tiny islands dot the distance between you and the horizon. You can see fish swimming beneath the surface, and a squid's tentacles wiggle up into the air nearby. Dolphins leap out of the water and arc back in.

If you didn't have illagers to track down, this would make the perfect place for a vacation. Maybe you could build yourself a shelter here once you make sure the village is safe.

Walking along the beach, you discover a short pier that stabs out into the water. The illagers could have docked here and then made their way to your village. If they did, though, the boat that dropped them off is long gone.

You could craft your own boat, of course, but that's a big ocean out there. Without some sort of guidance, you could wander around it forever without finding where the illagers came from.

If you like, you can explore the area.
Turn to page 98.

If you have a fishing rod, you can go fishing.
Turn to page 117.

If you have 5 wood, you can build a boat.
Turn to page 122.

If you have a boat already, you can paddle away in it.
Turn to page 122.

EXPLORE THE COAST

You roam back and forth along the coast, looking for any other signs of the illagers. No matter where you walk in the region, you keep the shore close by, watching for threats from both the land and the sea. Danger could come at you from any angle!

Despite all your attentiveness, you don't see any large force of illagers charging about—or any evidence that they passed this way—but you see plenty of places where they could be hiding, so you set out to investigate them all. You can't leave any part unexamined.

You spot three likely places that might bear further investigation: a secluded cove, a smelly swamp, and a ship that crashed ashore. Each of them beckons for your attention.

* * *

➔ To check out the secluded cove, turn to page 100.

♣ The swamp looks like it would be easy to get lost in, but if you have a map of it and want to explore it, turn to page 102.

■ To poke around the grounded shipwreck, turn to page 110.

⛏ If you want to return to the coast, turn to page 96.

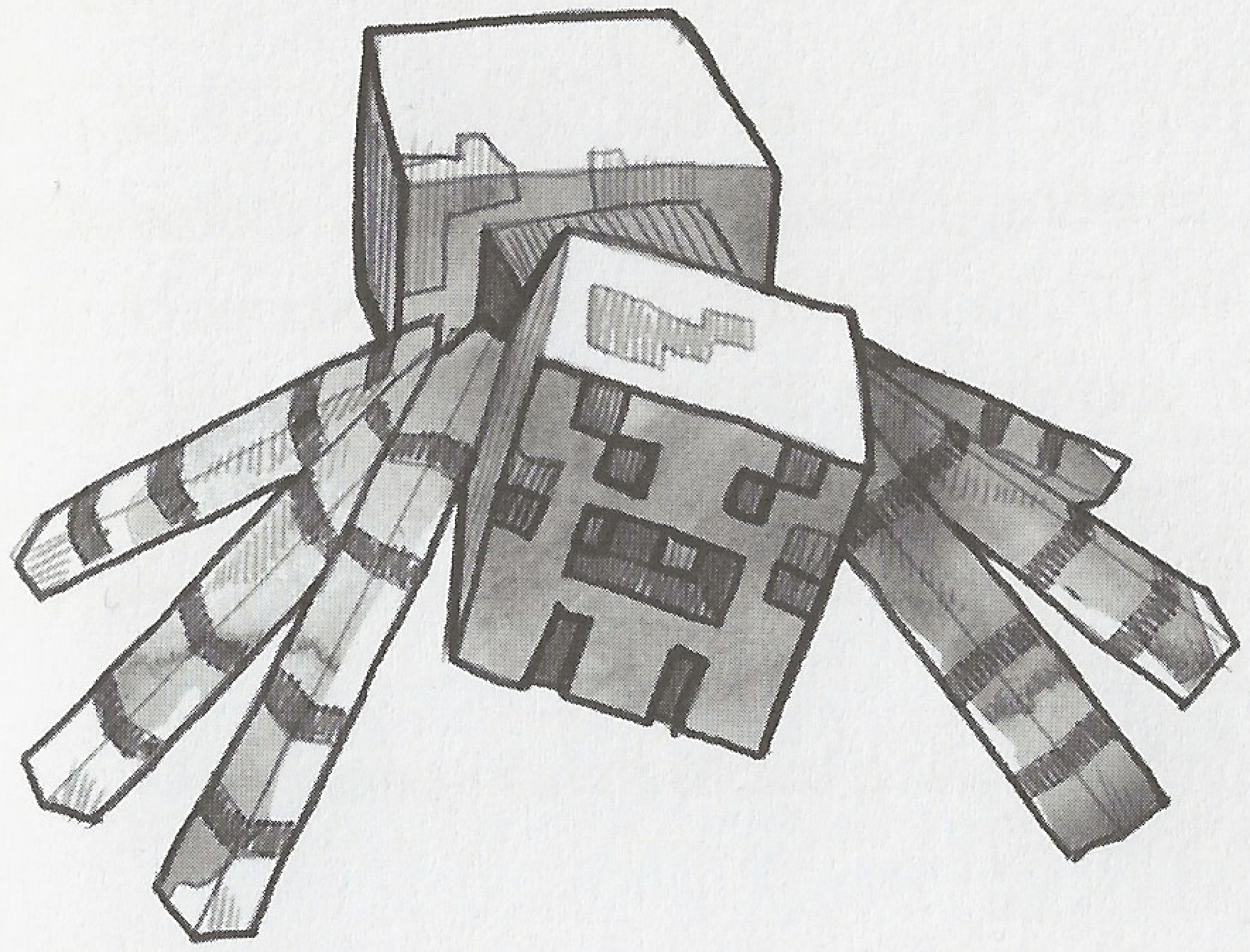
THE
COVE

This sheltered cove offers a safe haven from the waves, and amazing rock formations even give you some shelter from the sun. You discover a series of shallow caves in the face of these rock walls, and you wonder if the illagers might be hiding in one of them or even using the caves as a base. You start investigating them one by one, hoping that you can spot whatever might be inside before it spots you.

Toward the back of one cave, you find a shallow mineshaft and decide to climb into it to look around. Near its bottom, you spy a number of bones wrapped in some kind of sticky threads. You draw closer to investigate, but you don't see any signs that the illagers were here.

You sigh in disappointment and turn around to leave, but as you do, something releases itself from the mineshaft's ceiling, blocking your way out. It's a cave spider, and it's trying to shove you back into its web!

CAVE SPIDER



HEARTS: 8 • **DAMAGE:** 2 • **DEFENSE:** 4

SPECIAL EFFECT: The cave spider's bite poisons you! Take 1 damage (ignoring Armor) every turn until the battle ends.

LOOT: Roll a die. On a 5 or 6, gain 1 string.

◆ If you survive the fight, turn to page 98.
You cannot return to the cove again.

☐ Otherwise, return to page 22.

THE SWAMP

In this part of the coast, the waters of the sea have flowed inland, creating a brackish swamp that teems with all sorts of plants and frogs. Walking through it proves both muddy and smelly, and you wonder if that alone would be enough to keep the illagers away. On the other hand, those same qualities might make the illagers think it would keep others away, making it the perfect place to hide.

You have no choice but to investigate.

As you pick your way through the swamp, trying to keep from getting stuck in the mire, you spy the top of a hut poking out above a patch of trees. You head toward it, hoping that this might be the clue you've been looking for.

As you get closer, you see smoke emanating from a small wooden hut standing on a set of stilts to keep it high above the swamp's murky waters. It smells like something's cooking, and you hear a soft cackling coming from inside.

If you want to rush in, turn to page 104.

If you want to knock on the door and introduce yourself, turn to page 108.

If you want to return to the coast, turn to page 96.

CHARGE THE HUT

You figure that no one who lives in a hut like that in a swamp like this could possibly be up to any good. You climb up and charge right into the hut and discover a figure in a pointed hat leaning over a cauldron, brewing something awful that they're probably going to pour into one of the bottles on the table behind them.

It's a witch! And they don't appreciate your visit.

The witch cackles at you, surprised that you would be so bold as to simply charge into the hut. They reach into their robes and pull out a bottle full of something as murky as the waters of the swamp. Then they charge straight back at you and attack!

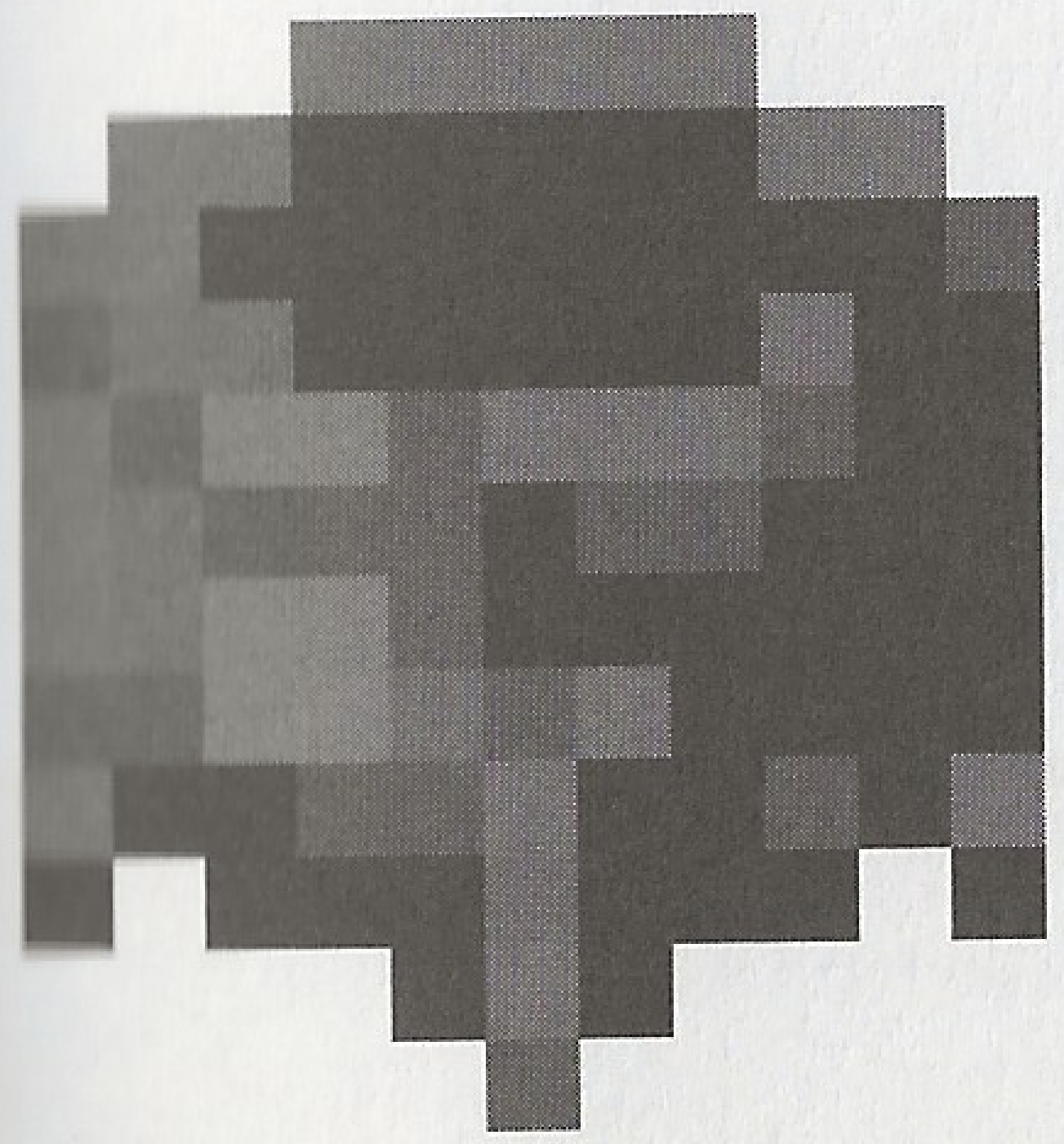
However, since you surprised them, they cannot hurt you with any misses on your first attack.

➚ Note this advantage and turn to `page 106`.

KILL THE WITCH

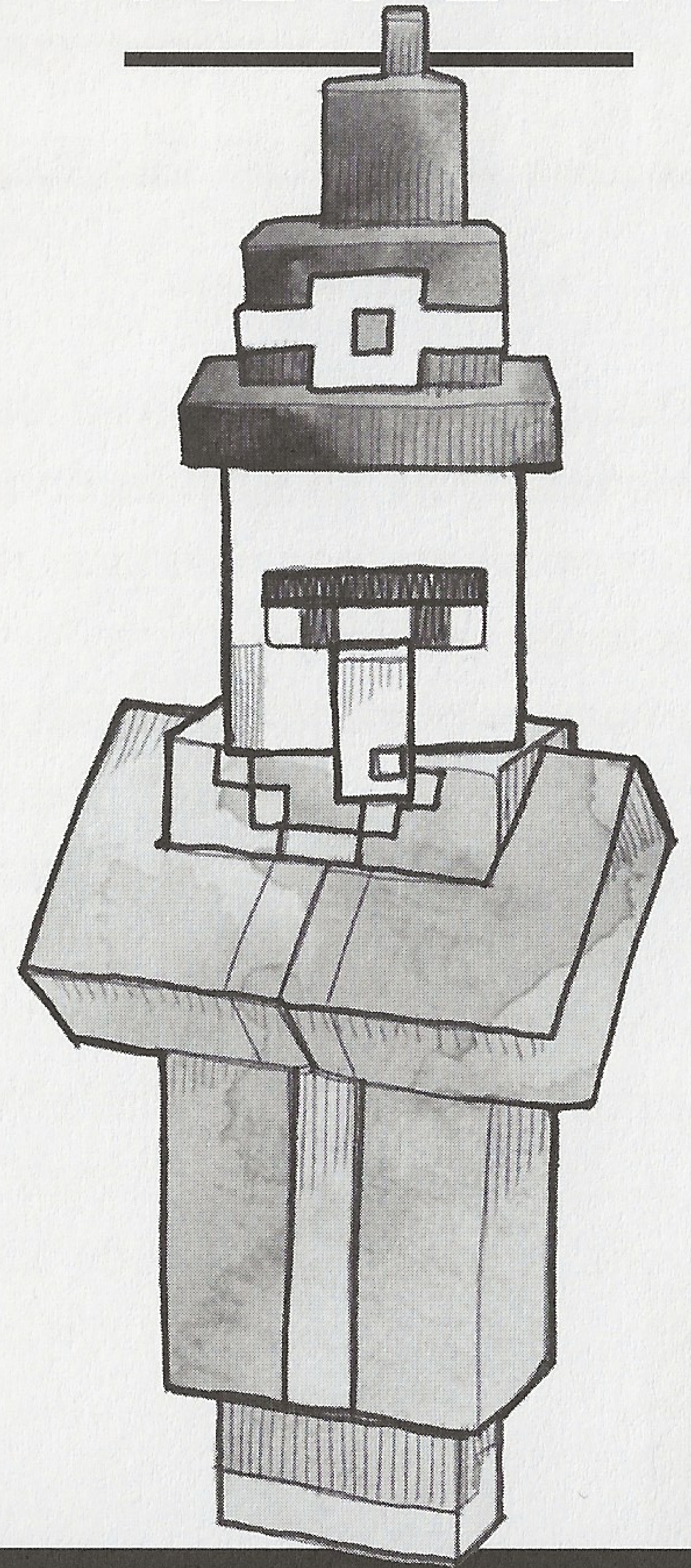
The witch drives you back away from the hut and starts throwing potions at you. You try to dodge them as best you can, but even when they miss you, the splashes from the foul, magical explosions still sting.

Maybe running away would be the smart thing to do. You *could* go scrounge up materials and craft some better gear for yourself, after all, but you don't like to back down from a fight!



➡ Turn to `page 106`.

WITCH



HEARTS: 13 • **DAMAGE:** For each hit, roll on the Witch Potion Table below. • **DEFENSE:** 5

SPECIAL EFFECT: The witch throws a second potion at you. Roll on the Witch Potion Table again!

LOOT: Roll a die. On a 5 or 6, gain 1 healing potion. When you use it, roll 2 dice and gain back that many Hearts.

WITCH POTION TABLE

ROLL	RESULT
1	The witch can't find a potion at the moment. No harm done!
2–3	The witch throws a potion of Harming. It does 6 damage!
4	The witch throws a potion of Weakness. Your attacks do 1 less damage, to a minimum of 1 for the rest of the battle.
5	The witch throws a potion of Poison. Take 1 damage per turn, ignoring Armor, until the battle ends. This cannot take your last Heart.
6	The witch drinks a potion of Healing and regains 4 Hearts.

If you survive the fight, turn to page 109.

☐ Otherwise, return to page 22.

HELLO, WITCH

You think it would be rude to just charge into someone's home, so you knock on one of the pillars holding the hut high overhead, and you call out a greeting. A moment later, a witch sticks their head out through the door of the hut and glares down at you.

They don't look happy.

You try to explain to the witch that you don't want any trouble. You're just trying to find the illagers who attacked your village.

The witch doesn't seem to understand you at all, and even if they could, they don't look like they would care. They pull a potion bottle from their pocket and heft it in their arm, about to throw it in your direction!

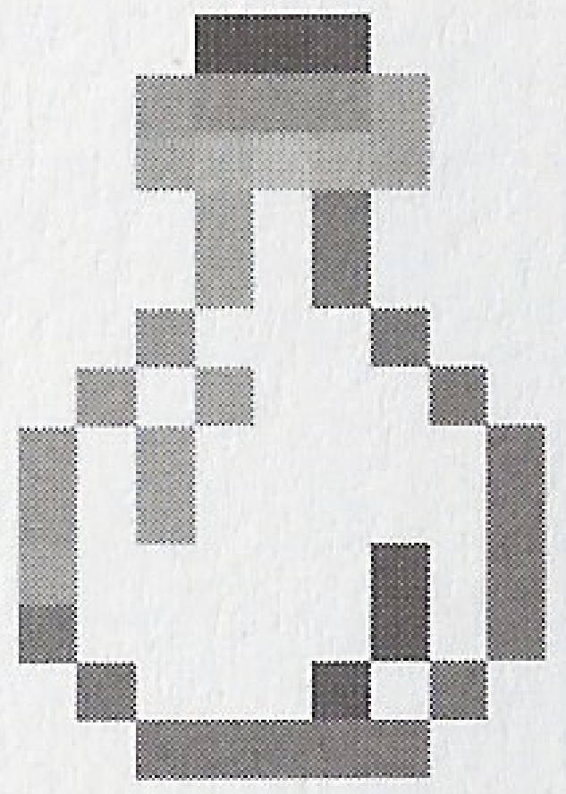
Turn to page 105.

LOOT THE HUT

With the witch gone, you can now safely poke around the hut. You climb up the vines that drip down from the hut's edge, and you enter the cramped little place.

The interior of the hut smells like all sorts of awful things mixed together. You don't understand how to use many of the ingredients you find here—much less how to properly work a bubbling cauldron like the one in the center of the room—but you find a single bottle filled with a potion of Weakness.

You remember that you could use this—along with a golden apple—to cure a zombie villager. . . .



Turn to page 98.
You cannot return to the hut again.

THE SHIPWRECK

You come upon a boat that seems to have run aground here long ago. Perhaps it hit a reef out in the ocean before it wound up here. That would explain the massive gash in its side and perhaps the way the mast broke and fell down over its gunwale.

Either way, whoever was sailing it was lucky to have managed to get it ashore. Otherwise, it might have gone down in the middle of the ocean with disastrous results.

You wonder if whoever had been aboard might have left anything behind. Maybe this is how the illagers got here in the first place? There's only one way to find out.

You climb into the boat through the large hole in its side, and you find the hold of the boat to be entirely empty. It's dark inside, but you can see a bit from the sunlight slanting through the gaping hole.

It looks like someone cleared out the entire place long ago. There's nothing of value here at all.

But you do hear a hissing coming from behind you. . . .

You turn around to find a creeper coming right at you, trapping you inside the shipwreck!

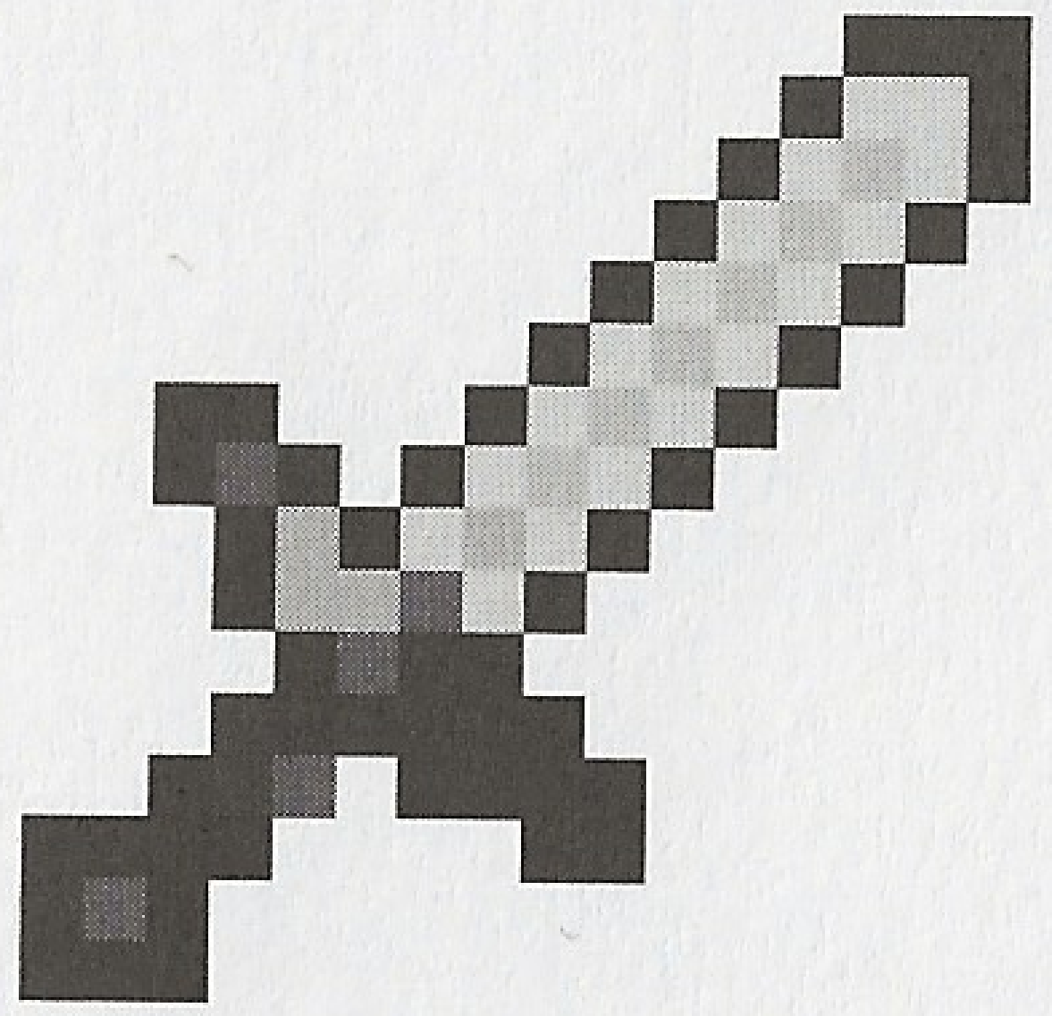
* * *

➔ If you want to fight the creeper,
turn to page 112.

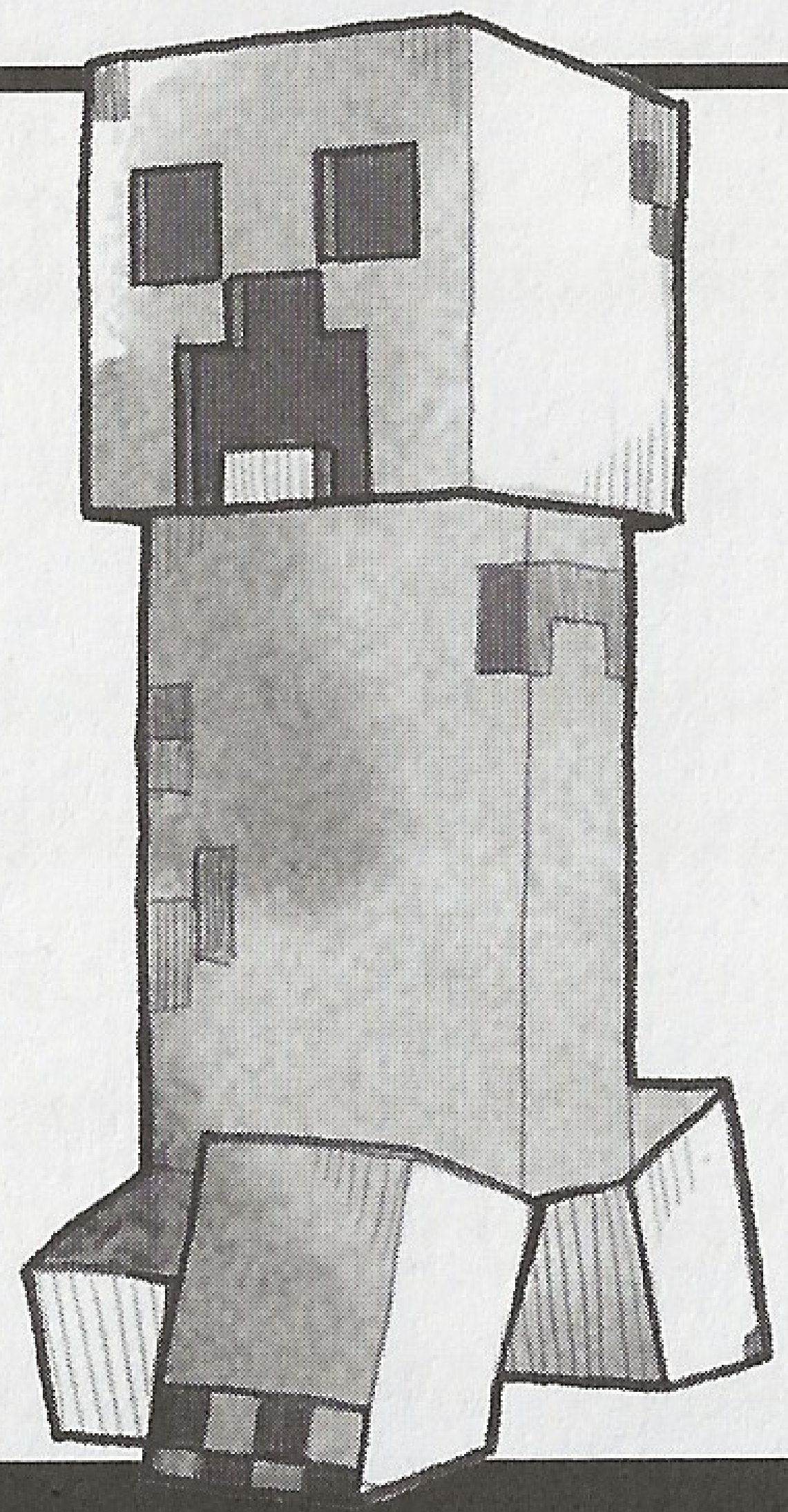
➚ If you want to try to escape instead,
turn to page 114.

FIGHT THE CREEPER

You decide that you're better off taking on the creeper than trying to run from it and letting it blow up the ship around you. You draw your weapon and charge straight at it. It hisses louder than ever. You'd better make this quick!



CREEPER



HEARTS: 10 • DAMAGE: 0 • DEFENSE: 3

SPECIAL EFFECT: In these tight quarters, it's hard to get away from the creeper. If you get this result, KABOOM! Take 20 points of damage!

LOOT: If the creeper didn't explode, roll a die. On a 6, gain 2 gunpowder.

Every time you make an attack roll against the creeper, check one of the boxes below.

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

☐ If you fill the eighth box, the creeper explodes!
Take 20 points of damage.

◆ If you survive the fight, turn to page 98.
You cannot return to the shipwreck again.

☐ Otherwise, return to page 22.

FLEE THE CREEPER

You decide that trying to take down an exploding mob while trapped with it inside a shipwreck wouldn't be brave. It would be stupid.

Instead, you look for a way out of the shipwreck, hoping you can leave the creeper behind to hiss at itself. You cast about in all directions, but you don't find a hole large enough for you to slip through.

But you can make one!

You raise your pickaxe and attack the edges of one of the holes you found, trying to make it bigger.

Roll 1 die with a wooden pickaxe, 2 dice with a stone pickaxe, 3 dice with an iron pickaxe, and 4 dice with a diamond pickaxe.

➡ If you get a 6 on any of the dice,
turn to page 115.

➚ If you don't, turn to page 116.

SAFE FROM THE BLAST

The hole in the side of the shipwreck widens just enough, and you shove yourself through it and sprint away from the broken boat as fast as your legs can carry you. Behind you, you hear the hissing of the creeper grow in volume and intensity. More, more, and more . . .

A mighty blast explodes behind you, and the force almost knocks you off your feet. You turn around to find a jagged hole in the ground where you were just standing. The shipwreck is no more—but neither is the creeper—and you escaped it without a scratch.

◊ Turn to page 98.
You cannot return to the shipwreck again.

CAUGHT IN THE BLAST

You chip away at the hole in the side of the ship, trying to make it larger, but you can't quite get it big enough for you to wriggle through. Behind you, the creeper hisses louder and louder until the sound fills your ears. You keep hacking away at the wooden sides of the ship, but you can't help but feel like you're running out of time.

Tick, tick, tick . . .

Then suddenly there's a massive BOOM, after which you can't hear anything at all, at least for a while.

The shipwreck is blown to smithereens around you.

* * *

☐ Return to page 22.
You cannot return to the shipwreck again.

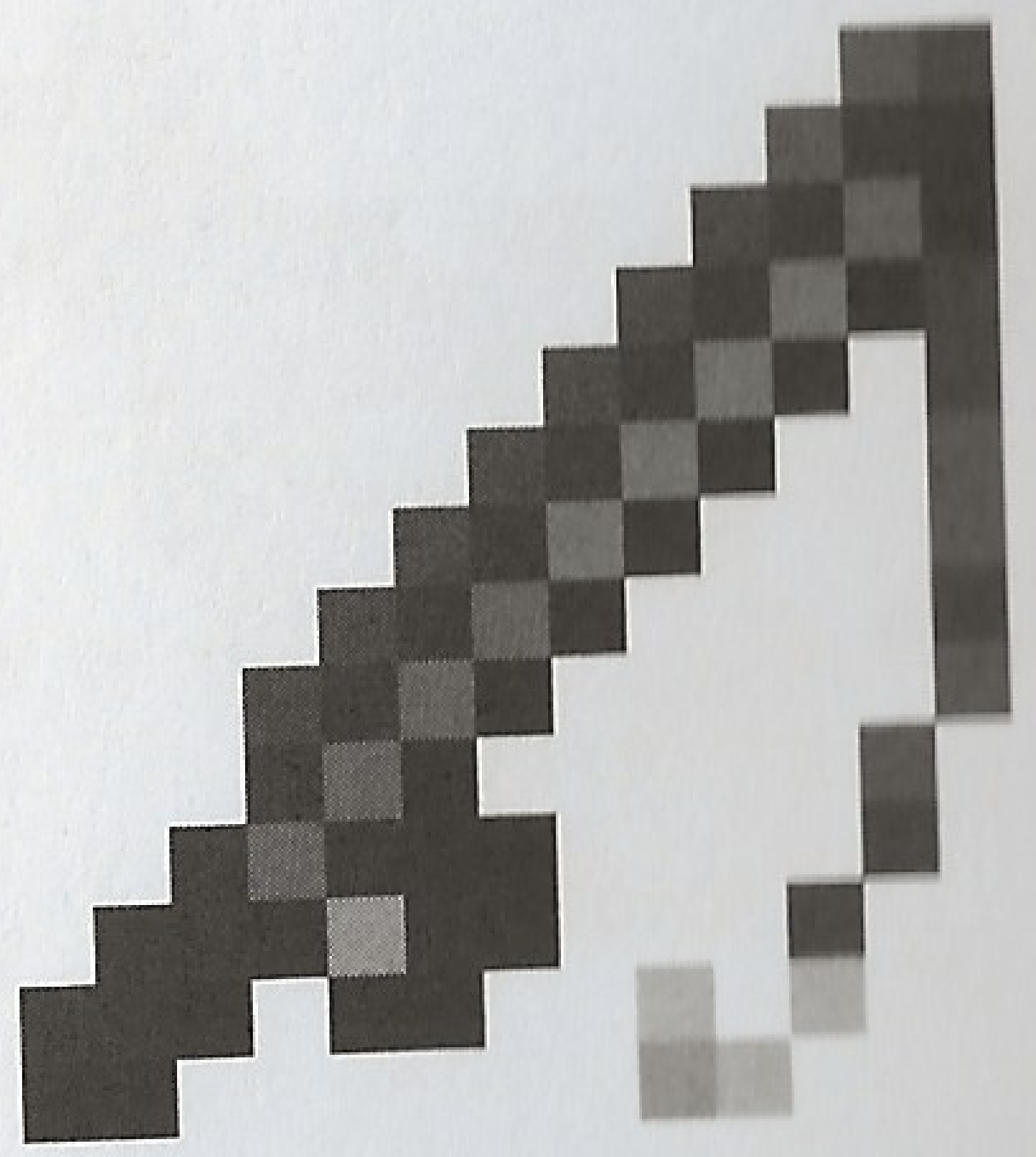
GONE FISHING

You're not going to find the illagers with a fishing rod, but it's such a perfect day to go fishing that it seems a shame to waste it. After all, you have this fishing rod here, and what else are you going to do with it?

The illagers can wait just a little bit longer.

Cast your line into the water and roll on the Fishing Table to see what you catch. Hopefully it's something you can use! If not, at least you got to go fishing.

FISHING TABLE	
ROLL	RESULT
1-3 ⚀ ⚁ ⚂	Turn to page 118
4-5 ⚃ ⚄	Turn to page 119
6 ⚅	Turn to page 120

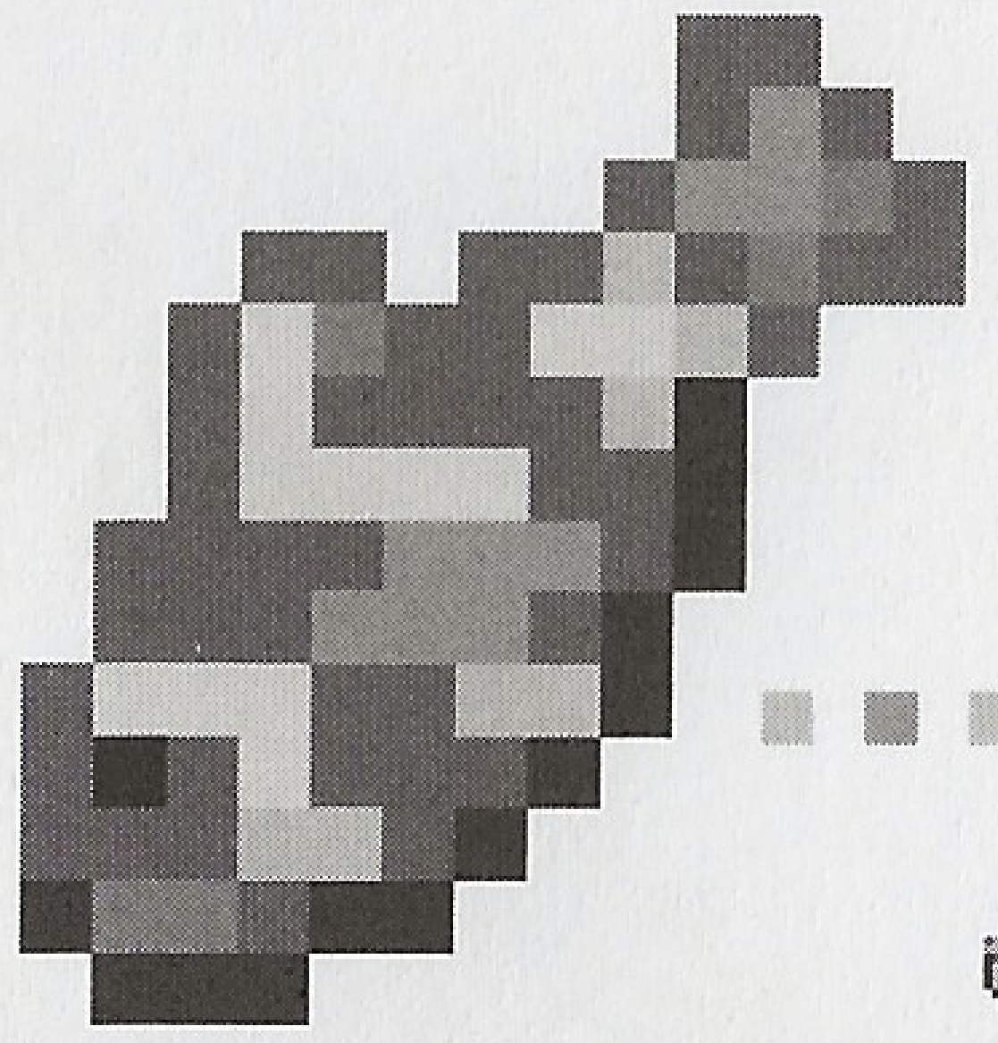


FISH!

Now that's how you do it! Something tugs at your line, and you watch carefully to see what happens next. The bobber at the end of your line starts to quiver, letting you know you have a nibble.

You wait for just the right moment—right when the bobber gets pulled underwater—and you snap your rod back, drawing the line tight and setting the hook. Then you take your time and reel it in slow and steady so you don't lose it, letting it tire itself out before you finally land it.

Add 1 fish to your inventory. You should eat well tonight!



Turn back to page 96.

TRASH!

At first it feels like you hooked a fish, maybe even a big one. Something has the end of your line, after all, and it's a real challenge to haul it in. Once you reel it out of the water, though, and hoist it into the air, you realize that whatever's on the end of your line, it's not a fish.

It's a big mess that's waterlogged, worn out, and chewed on. It looks like it might once have been a pair of leather boots, but those days are long past.

Add 1 string and 1 leather to your inventory.

Turn back to page 96.

DROWNED ZOMBIE!

You snagged something with your line, that's for sure. It feels like it must be as big as a whale!

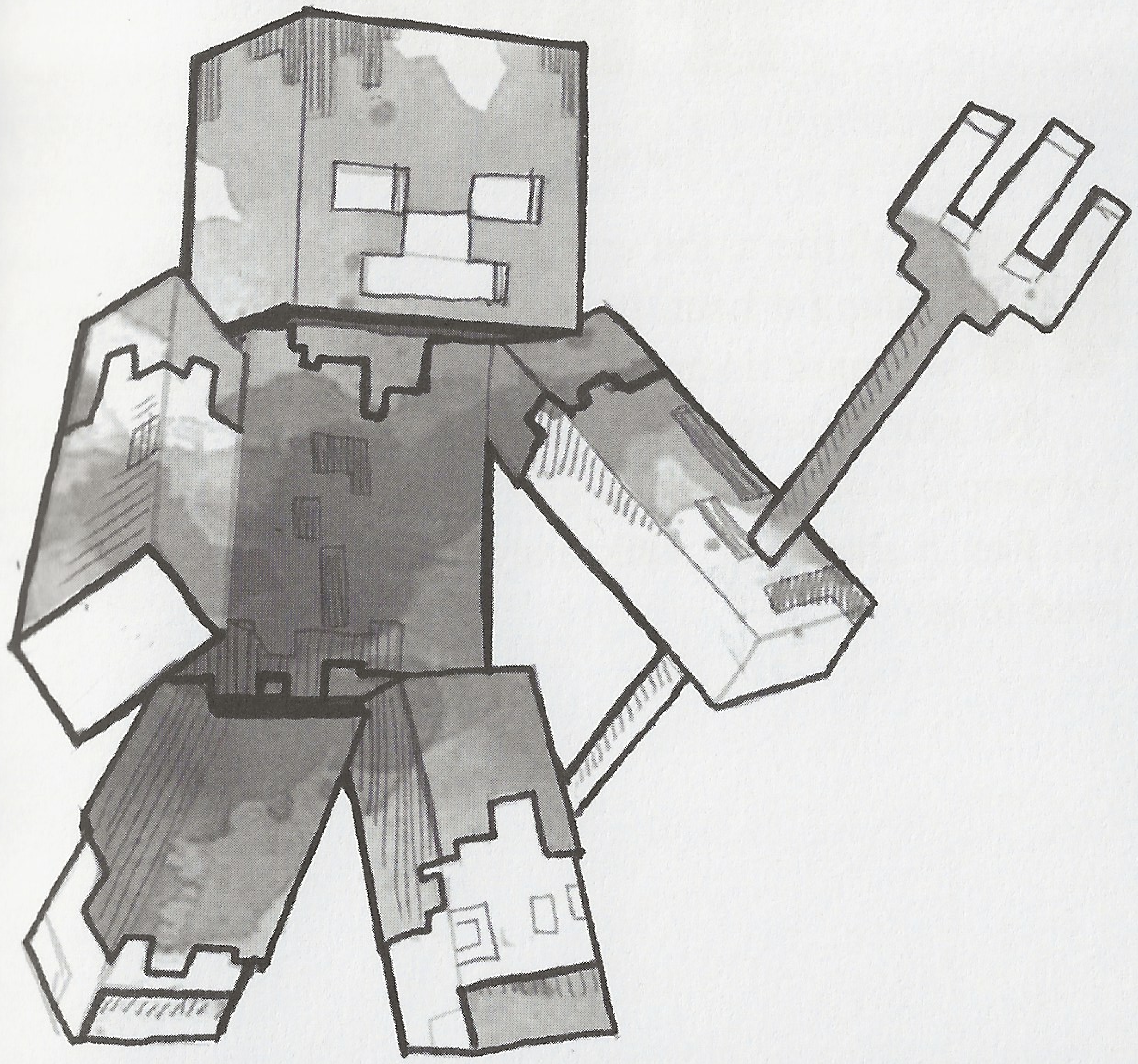
Despite that, you refuse to cut the line and give up on it. Whatever this is, you're reeling it in. It takes what feels like forever, and your arms begin to tire.

Just when you're wondering if giving up might be the smart thing to do, the line goes slack. Your bobber pops back up out of the water, and you figure that your catch threw the hook. Then the bobber starts moving in your direction. Something underwater must still have hold of it, and it's coming right at you!

You stand there and gape at the bobber as it grows closer and closer, right up until the thing that still has your hook in it emerges from the waves. It spits out the water that's been lodged in its lungs, and it staggers toward you, groaning.

It's a drowned—a soaking-wet aquatic zombie! It yanks on your fishing line and hauls you into the water. You plan to just run away, but two of its friends spring out of the water behind you. You're surrounded and have to fight!

DROWNED



HEARTS: 30 • **DAMAGE:** 6 • **DEFENSE:** 4

LOOT: Roll a die. On a 6, one of the drowned drops a trident.

TRIDENT: 2 Attack, 3 Damage—or 4 Damage when rolling a single die.

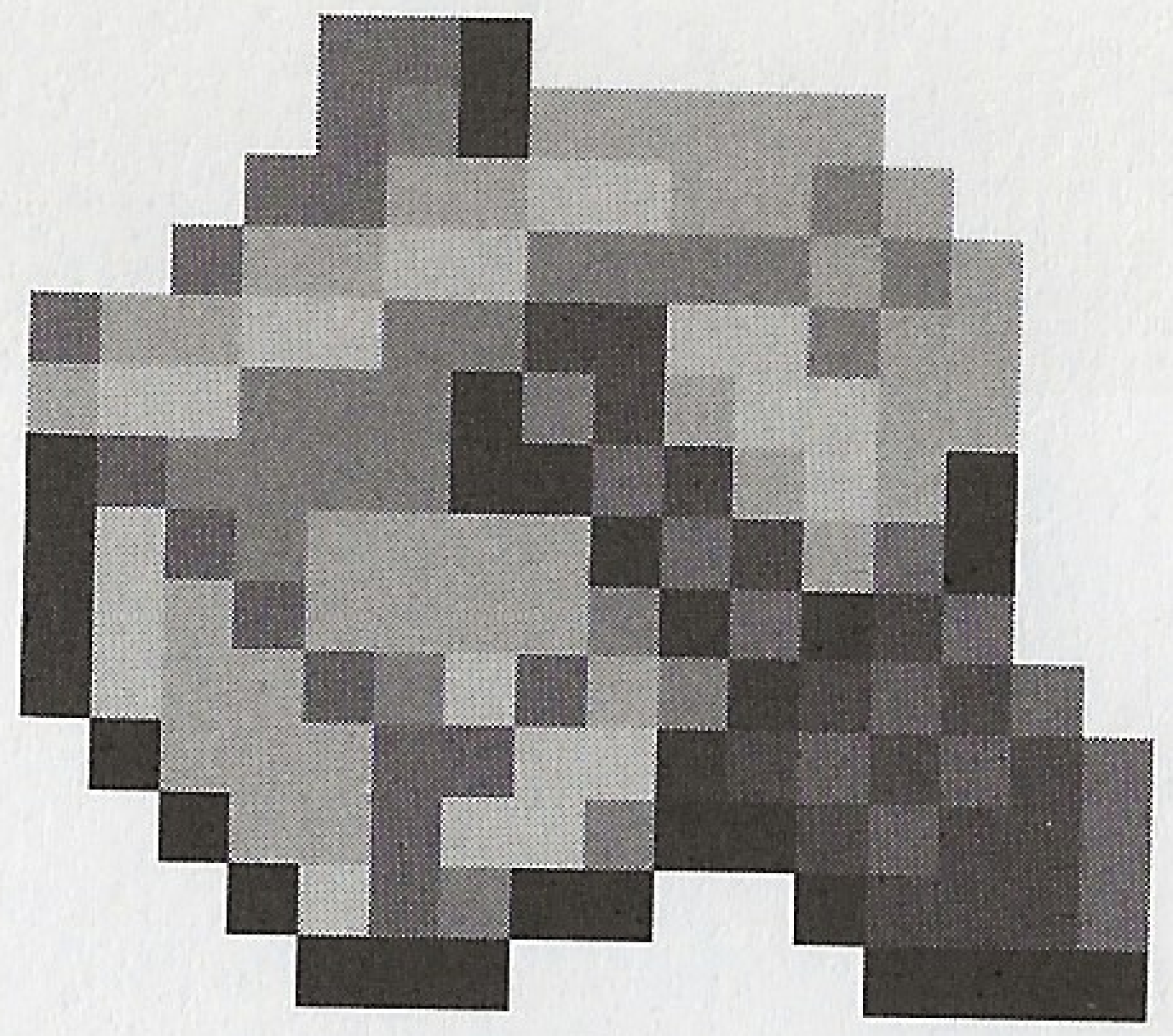
If you survive the fight, turn back to page 96.

☐ Otherwise, return to page 22.

BUILD A BOAT

With all the wood you need in hand, you set to work on crafting a boat. It's a lot of work, but you know what you must do and keep at it until you're done.

You soon have yourself a little boat, just big enough to take out onto the ocean's waves and explore the waters as much as you like. It should be sufficiently sturdy to get you where you need to go.



Unfortunately, you're not sure where to go. The sea beyond the coast stretches out way farther than you can see. You might be able to make it across if you had some idea of where you were heading. Otherwise, you'd be setting yourself up to get lost.

Suddenly, something catches your eye. Down the coast, just a short distance from the shore, you spy faint lights glowing beneath the surface of the water.

➩ If you want to investigate the strange lights, turn to page 124.

● If you have an enchanted compass, you can take your boat out and follow it. Turn to page 126.

ABOVE THE OCEAN MONUMENT

You get in your boat and push off toward the mysterious lights. As you approach them, you notice that the lights are flickering or, rather, that something is passing between you and them.

You lean over the edge of your boat and peer into the water. Beneath the waves, just above the lights, you spy an indistinct shape slowly swimming back and forth. It moves in short bursts, like a fish or a squid, but it's bigger than those creatures.

Bigger and angrier.

You glance at the shore behind you. There's still time to turn back. You're not likely to find the illagers who attacked your village underwater, right?

* * *

If you want to dive into the water anyhow,
turn to page 128.

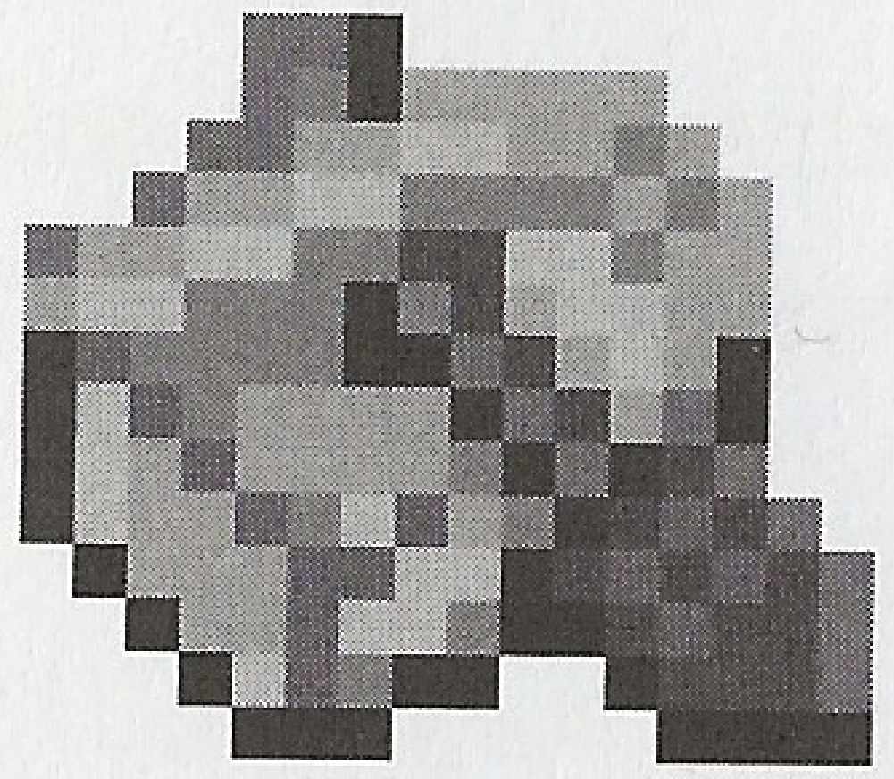
If you'd feel more comfortable back on shore,
turn to page 96.

PADDLE TO PILLAGER ISLAND

Using your trusty enchanted compass, you paddle away! Within minutes, you've lost sight of the shore, and you're alone, surrounded by nothing but water.

The isolation is unnerving, but you refuse to let it get to you. You check the enchanted compass to make sure you're heading in the right direction, and you keep going.

With no landmarks at sea to mark your progress, it often feels like you're not going anywhere at all. Still, you refuse to be discouraged.



You keep paddling. You paddle for hours. Even as your arms tire and the sinking sun threatens to leave you in the dark, you keep paddling.

After what feels like an eternity, you spot a mound of sand jutting out over the horizon. As you get closer, more land appears beyond the beach.

This must be your destination! You let out a cry of victory and paddle toward the beach as fast as you can.

Turn to page 180.

OUTER OCEAN MONUMENT

You tear your eyes away from the shore and force yourself to look back down into the water. What were you thinking with all that "going back" stuff?

You're an adventurer! If you can't face your fears here, how will you face up to danger when it really matters?

You take a deep breath and dive headfirst into the water. Your eyes adjust quickly to the new environment, and you see, for the first time, the source of the lights you've been chasing.

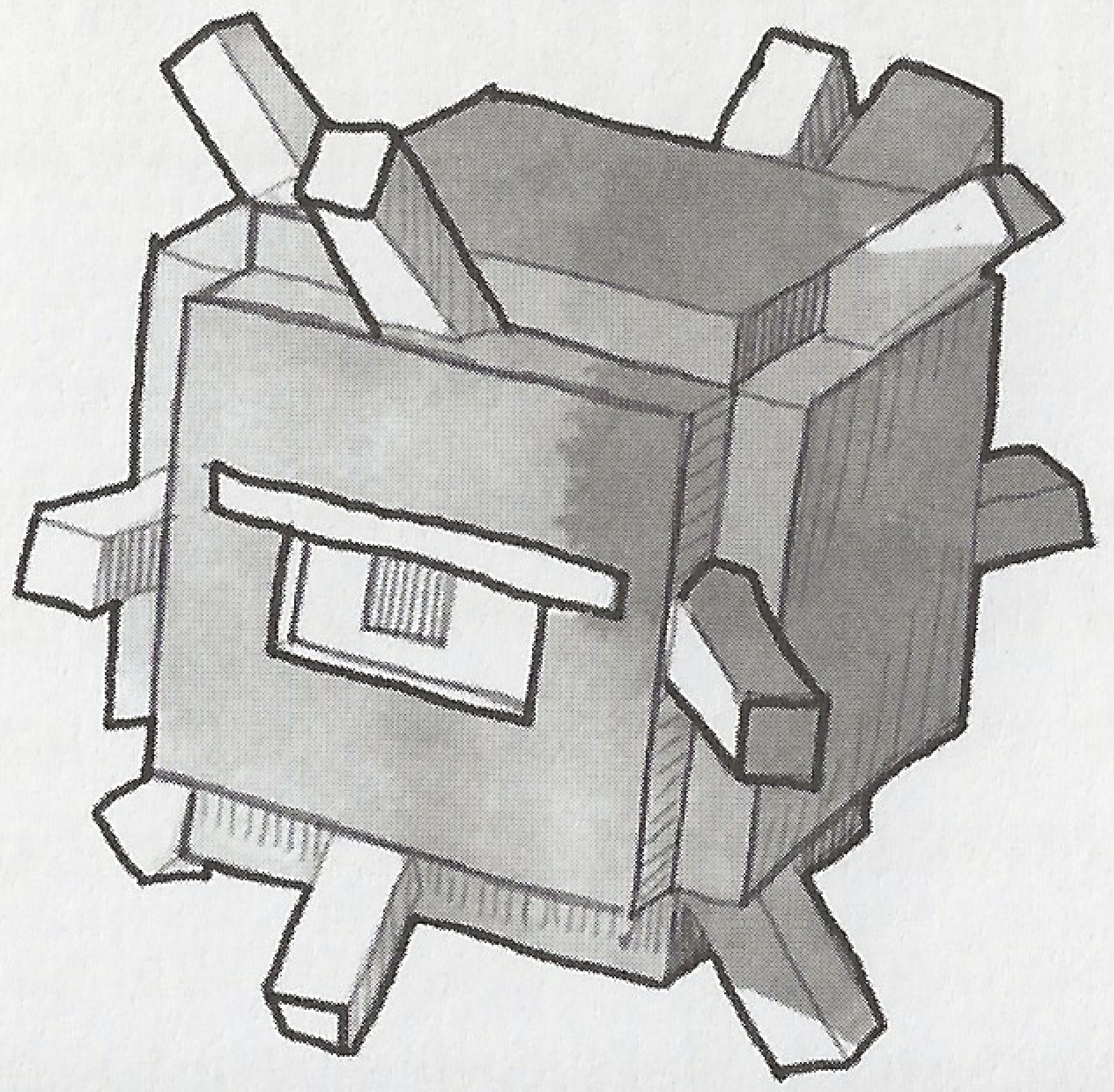
Glowing blue-green lanterns made from some sort of crystal decorate the exterior of a gigantic prismarine complex hidden beneath the sea. You'd love to explore it, but there's no way you could hold your breath long enough to manage it. Still, you swim closer for a better look.

Suddenly, a beam of light flashes toward you from the depths. You turn to search for the source, only to come face to face with the sea creature you spotted from your boat. You try to swim away, but the beam keeps following you, changing color as it goes. You spin out of the way just as the beam becomes an energy blast, leaving a trail of bubbles in the water.

The mob is bluish green and fish-like and covered in orange spikes. Where it should have a mouth, it instead has a single, gigantic red eye. The eye is glowing and getting brighter by the second as it readies another attack.

There's no way you're getting out of this one without a fight!

GUARDIAN



HEARTS: 15 • **DAMAGE:** 4 • **DEFENSE:** 4

SPECIAL START: You need to get close to the guardian to attack it. At the start of the battle, you must roll all your attack dice, but none of your hits do any damage, and the guardian's hits ignore Armor. If you don't get at least one hit yourself, you must do this again each round until you do.

SPECIAL EFFECT: The guardian swims away. On the next round, you must tackle the special start again.

Every time you make an attack roll against the guardian, check one of the boxes below.

☐ ☐ ☐ ☐ ☐ ☐

☐ If you fill the sixth box and have yet to defeat the guardian, you run out of air. Return to **page 22**.

➡ If you survive the fight, turn to **page 130**.

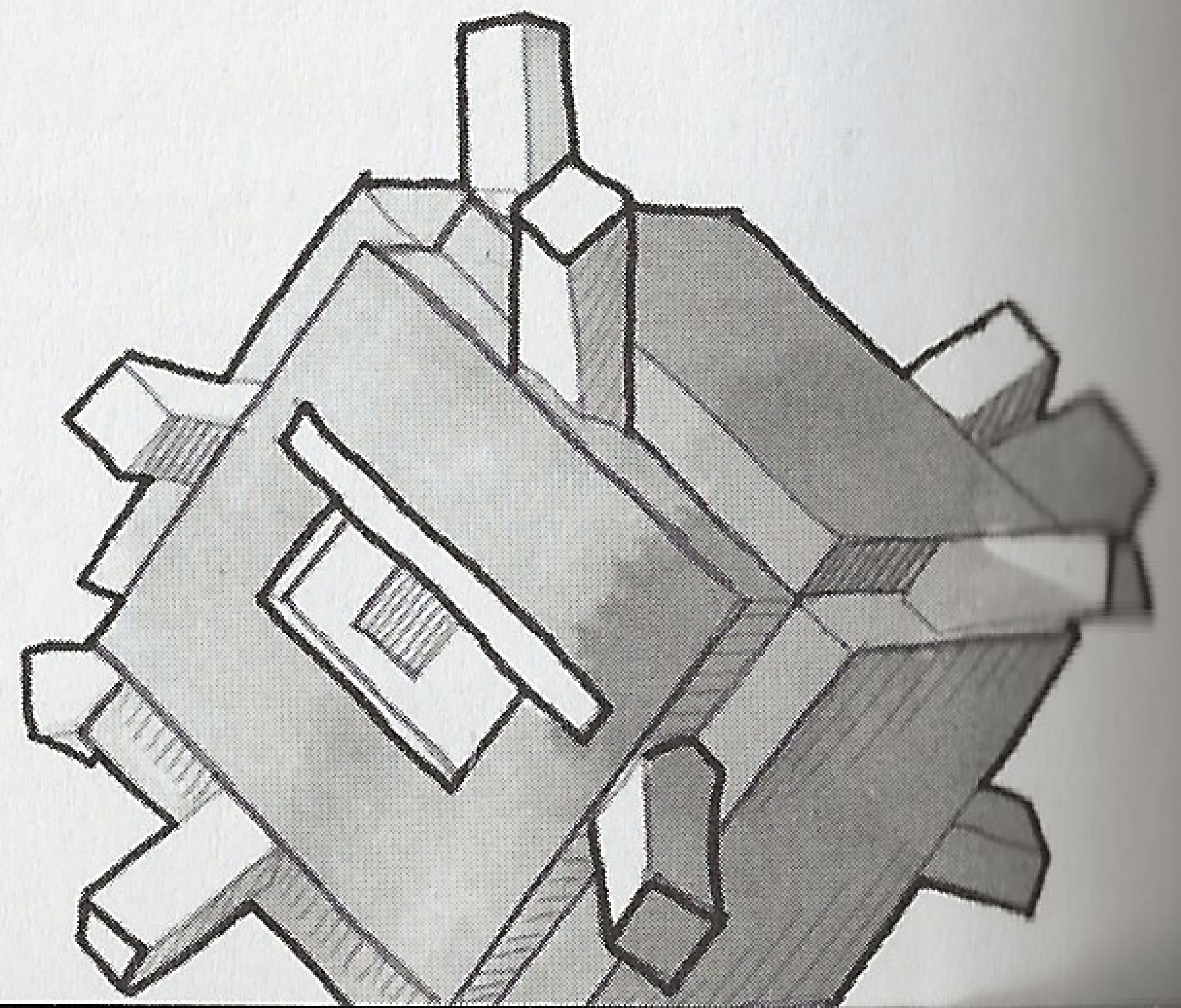
INNER OCEAN MONUMENT

As the defeated guardian sinks to the sea floor, you spy a bottle on the ocean floor, and you snag it. Then, nearly out of breath, you speed back up to the surface. Gasping for air in a panic, you scramble back into your boat. That was a close one!

As you catch your breath, you look at the bottle you grabbed and see that it's a potion of Water Breathing. Just what you need!

You wonder who might have dropped such a vital thing, but you suspect they didn't come to a good end.

You take another look over the edge of the boat. You can't see anything moving down there anymore. If you act fast, you should have enough time to swim down into the ocean monument before something else shows up.



You drink down the potion of Water Breathing and then dive back in and swim hard, quickly reaching the ocean monument. You plan to dig your way into the place, but as you start chipping away at it with your pickaxe, a ghostly image of a guardian washes over you, along with a horrible fatigue.

Try as you might, you can't muster the energy to mine anything. You're going to have to find another way in!

You find an entrance near the front of the ocean monument and slip through it. It's a good thing you have that potion of Water Breathing, or you would never have made it.

You find yourself in a chamber of blue green illuminated by a pair of blue crystal lanterns. Towering blue pillars prop up the ceiling, which is covered with dark blue tiles.

In the center of the space, you spy the remains of a long-dead adventurer. You suspect this might be who dropped the potion of Water Breathing you found outside.

Something gleams next to the fallen adventurer. As you swim closer to get a better look, you realize that it's a golden apple!

➡ To grab the apple, turn to page 132.

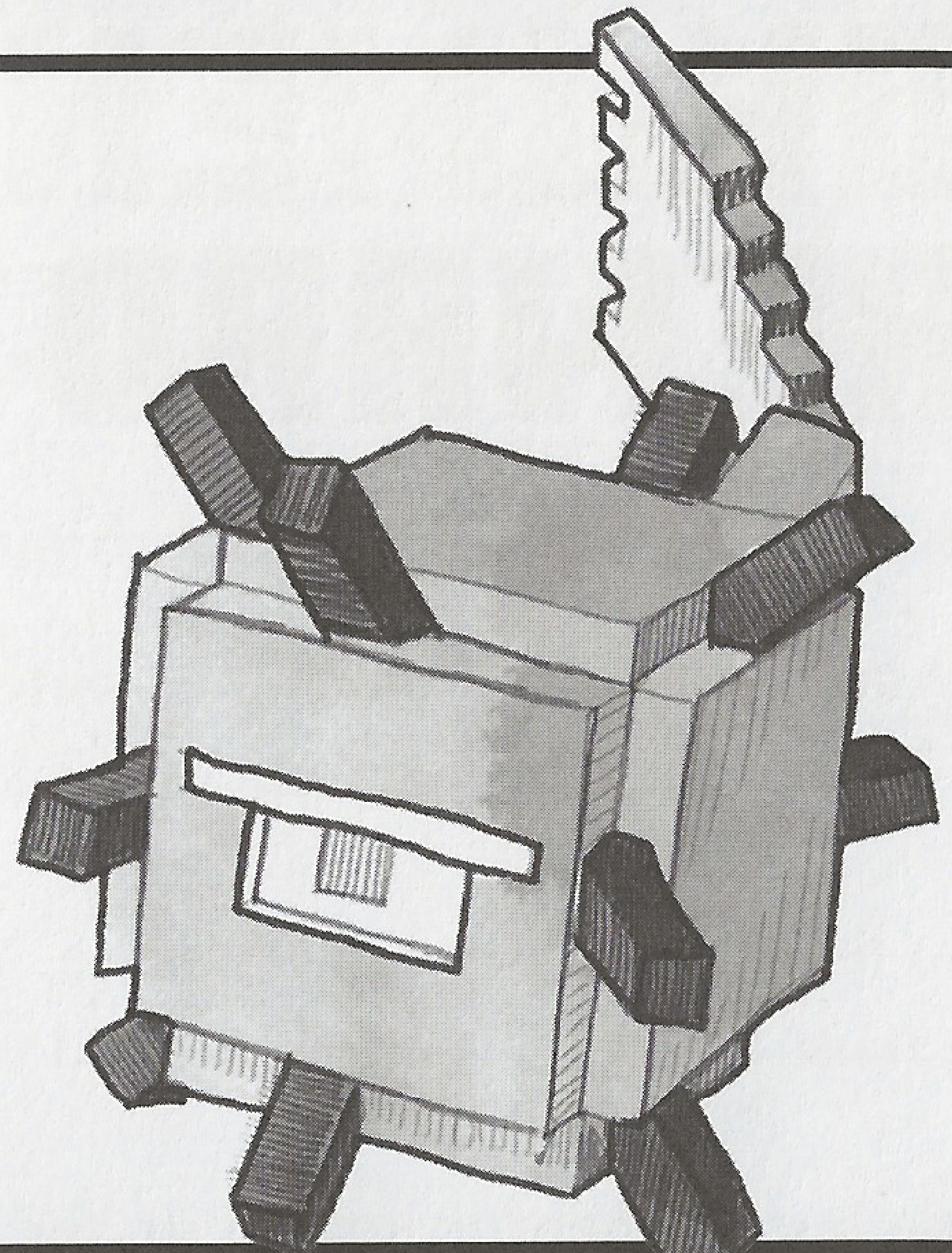
🗡 To look around the rest of the pyramid first, turn to page 136.

FIGHTING THE ELDER GUARDIAN

You're about to snatch up the golden apple when something swims out from behind one of the pillars on the far side of the room. The face of a ginormous fish-like mob emerges from the shadows.

This thing dwarfs the guardian you fought before. It's about as tall as you, and it darts past you to block the room's only exit. There's no way to escape it!

ELDER GUARDIAN



HEARTS: 30 • **DAMAGE:** 6 • **DEFENSE:** 3

SPECIAL START: You need to get close to the elder guardian to attack it. At the start of the battle, you must roll all your attack dice, but none of your hits do any damage, and the elder guardian's hits ignore Armor. If you don't get at least one hit yourself, you must do this again each round until you do.

SPECIAL EFFECT: The elder guardian swims away. On the next round, you must tackle the special start again.

LOOT: Roll a die. On a 5 or 6, gain 3 fish.

➔ If you survive the fight, turn to page 134.

☐ Otherwise, return to page 22.

OCEAN MONUMENT REWARD

The elder guardian lets out mournful, watery moan and rolls over. Then it stops moving. You don't know how, but you won.

Suddenly, you realize that you can't breathe. Your potion of Water Breathing must have worn off. You need to head to the surface, now!

You brave one last moment to snatch up the golden apple and shove it into your pocket. Then you swim for the exit as fast as you can.

Pumping your arms hard, you haul yourself back to the surface. You gasp for air as you crawl back into your boat.

If you had another potion of Water Breathing, you might be able to go back into the ocean monument to explore a bit more, but you made the most of the one you found.

At least you got away with the monument's treasure! You reach into your pocket to pull out and examine the golden apple. You've heard that these rare fruits have incredible medical properties. Some say they can even cure the undead.

Add the golden apple to your inventory. You hope you can make good use of it later. Right now, you need to get back to shore.

Turn to page 96.
You cannot return to the ocean monument again.

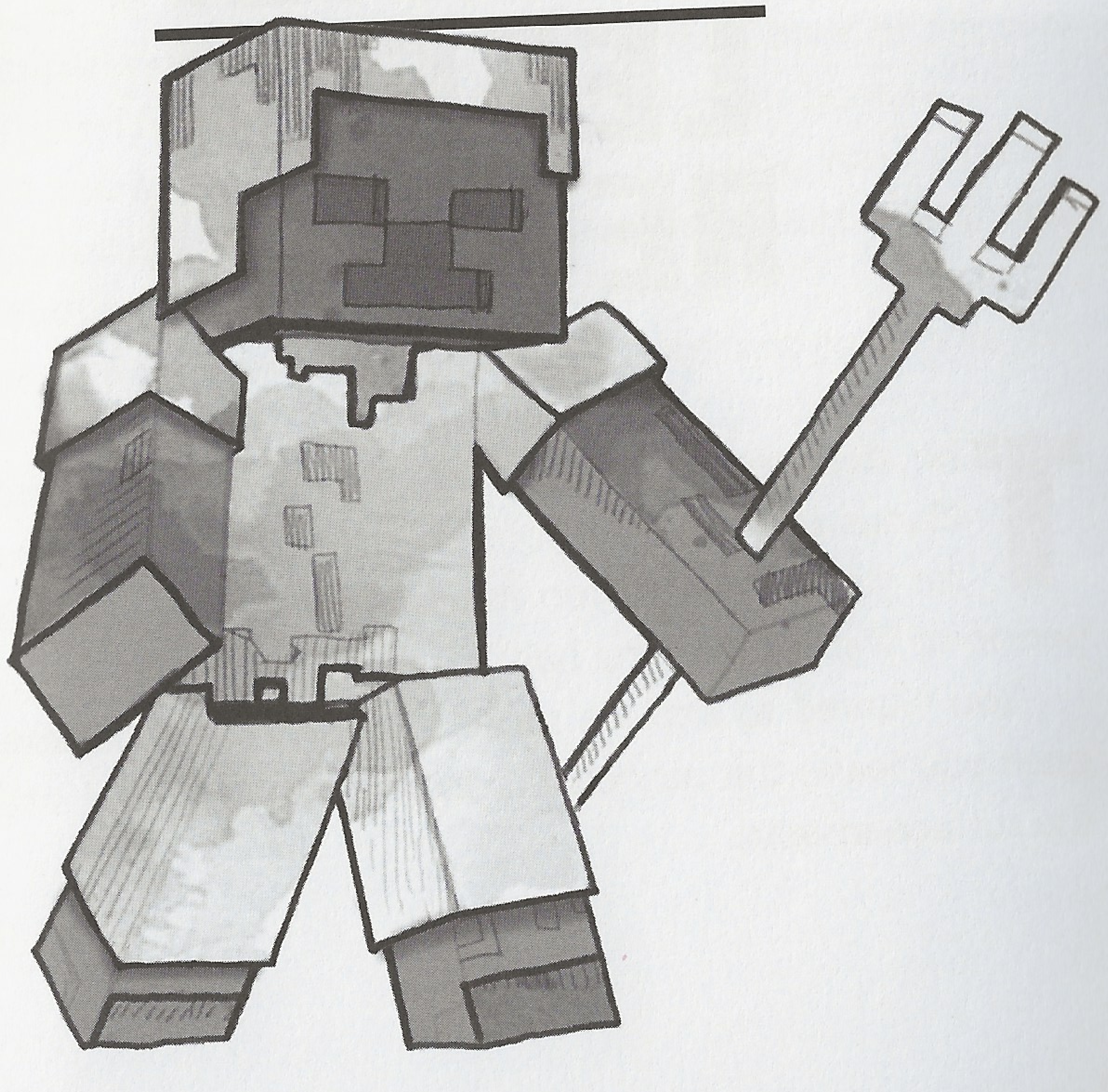
FIGHTING THE DROWNED

A golden apple sitting out in the middle of a room feels like a trap. You decide to explore the ocean monument's depths instead. You duck behind a nearby pillar and spot a passage leading away. You follow it, determined to make the most of the time you have before your potion's effects wear off.

You enter a chamber and discover that it's full of air! A bit of water seeps around the edges of the room downstairs, but most of the liquid seems to have been sucked up by a massive pile of yellow sponges sitting in a depression at the chamber's center. A single lantern hanging from the ceiling provides enough light for you to make out the area around the sponges—but little else.

You climb onto the pile to get a better look around you. You get about halfway to the top before a groan emanates from the darkness on the far side of the room. A drowned covered in golden armor and wielding a metal trident emerges from the shadows and attacks!

ARMORED DROWNED



HEARTS: 10 • **DAMAGE:** 4 • **DEFENSE:** 6

SPECIAL EFFECT: The drowned impales you with its trident! Hits it lands this turn ignore all Armor.

LOOT: Turn to page 138.

OCEAN MONUMENT LESSER REWARD

The defeated drowned falls, and its armor clatters and clangs on the hard floor. With the fight over, you realize you've wasted too much time fighting this mob. The potion of Water Breathing has worn off!

You wanted to explore more of the ocean monument, but once you leave this airy chamber, you need to head straight to the surface instead.

Determined not to leave empty-handed, you tear off part of the drowned's armor, gaining 3 gold. Then you take a deep breath and dive back into the water at the chamber's edge. From there, you swim as fast as you can back toward the ocean monument's entrance.

Pumping your arms hard, you haul yourself back to the surface. You gasp for air as you crawl back into your boat.

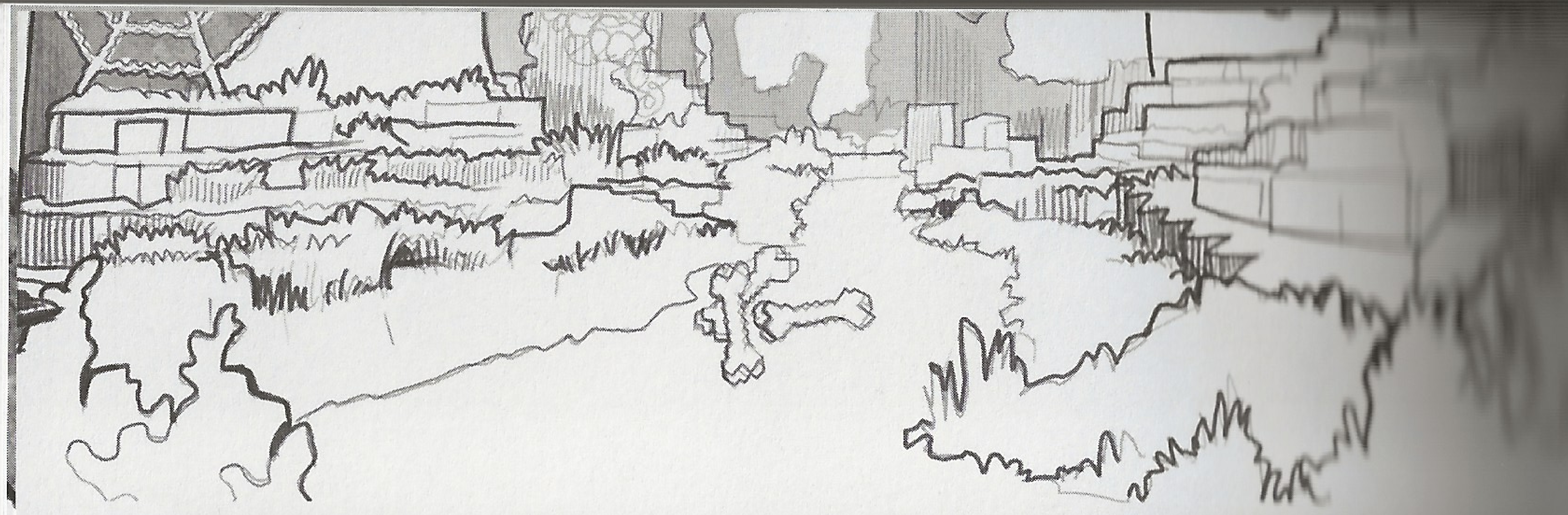
If you had another potion of Water Breathing, you might be able to go back into the ocean monument to explore a bit more, but you made the most of the one you found.

At least you got away alive. Hopefully the next place you visit won't be so dangerous.

* * *

Turn to page 96.
You cannot return to the ocean monument.

THE WOODS



You pack up your stuff and make your way into the surrounding forest. Despite the chaos in the village, the woods are as quiet and peaceful as ever. Patches of long grass and flowers give the area a sweet, earthy scent.

* * *

A mix of oak and birch trees provide a bit of shade, but not so much darkness that you have to worry about mobs sneaking up on you. Unfortunately, that's not the case farther in, where the trees crowd together so tightly that sunlight rarely reaches the forest floor.

So far, you've kept to the outskirts of the woods, but if you understood the mayor correctly, the illagers who attacked your village might have fled this way. The illagers wouldn't avoid the woods. Instead, they would've headed into the interior, where all sorts of dangers lurk.

Nothing prevents you from walking straight into the deep woods, but without a decent weapon and some supplies, you may have a tough time defeating any mobs you encounter.

* * *

▦ If you don't have a weapon yet, you might be able to make one in the workshop on page 40.

/ If you need wood or other resources, you can forage for them here by heading to page 146.

🌿 Once you feel prepared, you can try entering the deeper part of the woods on page 148.

FORAGING

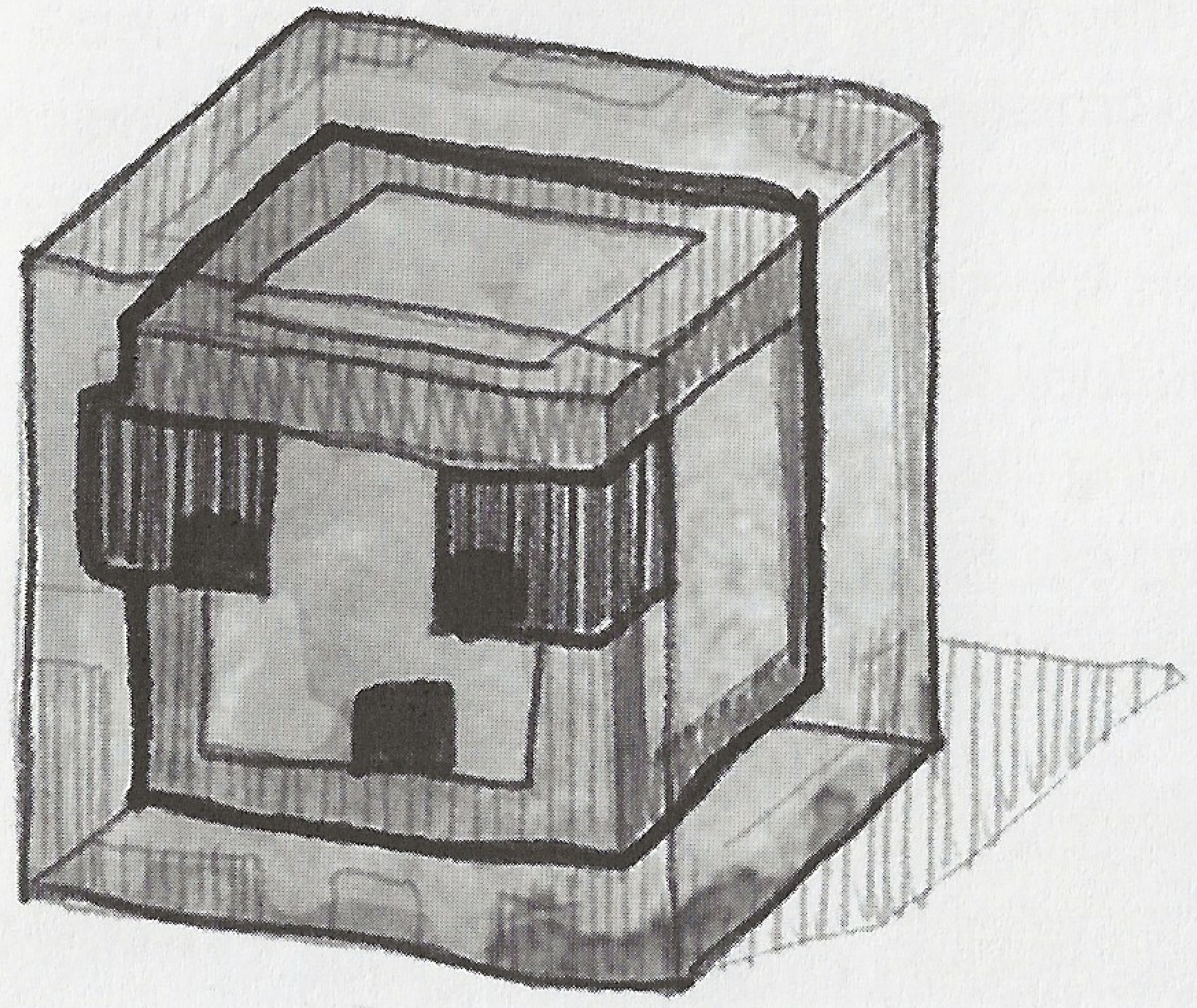
You carefully scan the woods, keeping an eye out for anything that might help you prepare for the journey ahead. Roll a die and check the Foraging Table to see the result.

Add anything you find to your inventory. The resources you uncover can help you craft things in the workshop (page 40).

FORAGING TABLE	
ROLL	**RESULT**
1-2 ⚀ ⚁	You find a tree just the right size and fell it. Gain 1 wood.
3-4 ⚂ ⚃	You find some edible-looking grass. Gain 1 wheat.
5 ⚄	You find a cow on its last legs. Gain 1 leather.
6 ⚅	A slime oozes from the trees and attacks!

Once you are done foraging, return to page 140.

SLIME



HEARTS: 16 • **DAMAGE:** 2 • **DEFENSE:** 4

SPECIAL EFFECT: The slime splits! Its current Damage doubles.

LOOT: Roll a die. On a 3 or higher, gain 1 slimeball.

If you survive the fight, return to page 140.

☐ Otherwise, go back to page 22.

THE DEEP WOODS

In the dim light of the deep woods, you come across a discarded crossbow lying in a patch of grass. The crossbow is too busted up to be of any use, but it confirms your suspicions: The illagers have come through here.

As you look for more signs of the illagers, you notice something skulking toward you in the shadows. The mobs of the forest have found you! Roll a die and consult the Forest Mob Table to find out what is attacking you!

FOREST MOB TABLE	
ROLL	**RESULT**
1-3 ⚀ ⚁ ⚂	Spider
4-5 ⚃ ⚄	Skeleton
6 ⚅	Witch

FOREST MOB TRACKER

Every time you defeat a mob, check off a box on the Forest Mob Tracker.

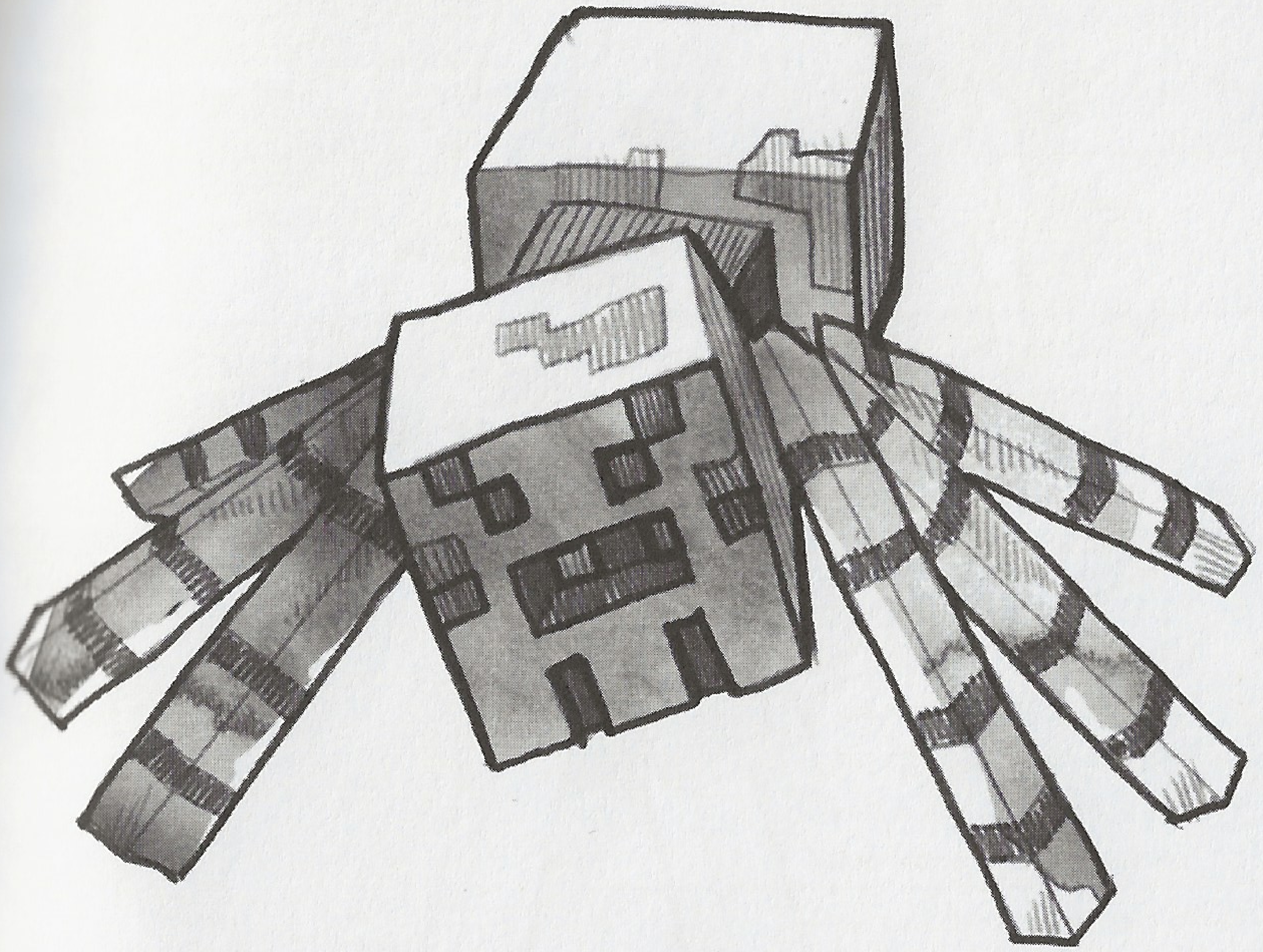
☐ ☐ ☐ ☐

You can keep searching the forest by rolling on the Forest Mob Table again.

* * *

Once you've checked off all four boxes on the Forest Mob Tracker, turn to page 153.

SPIDER

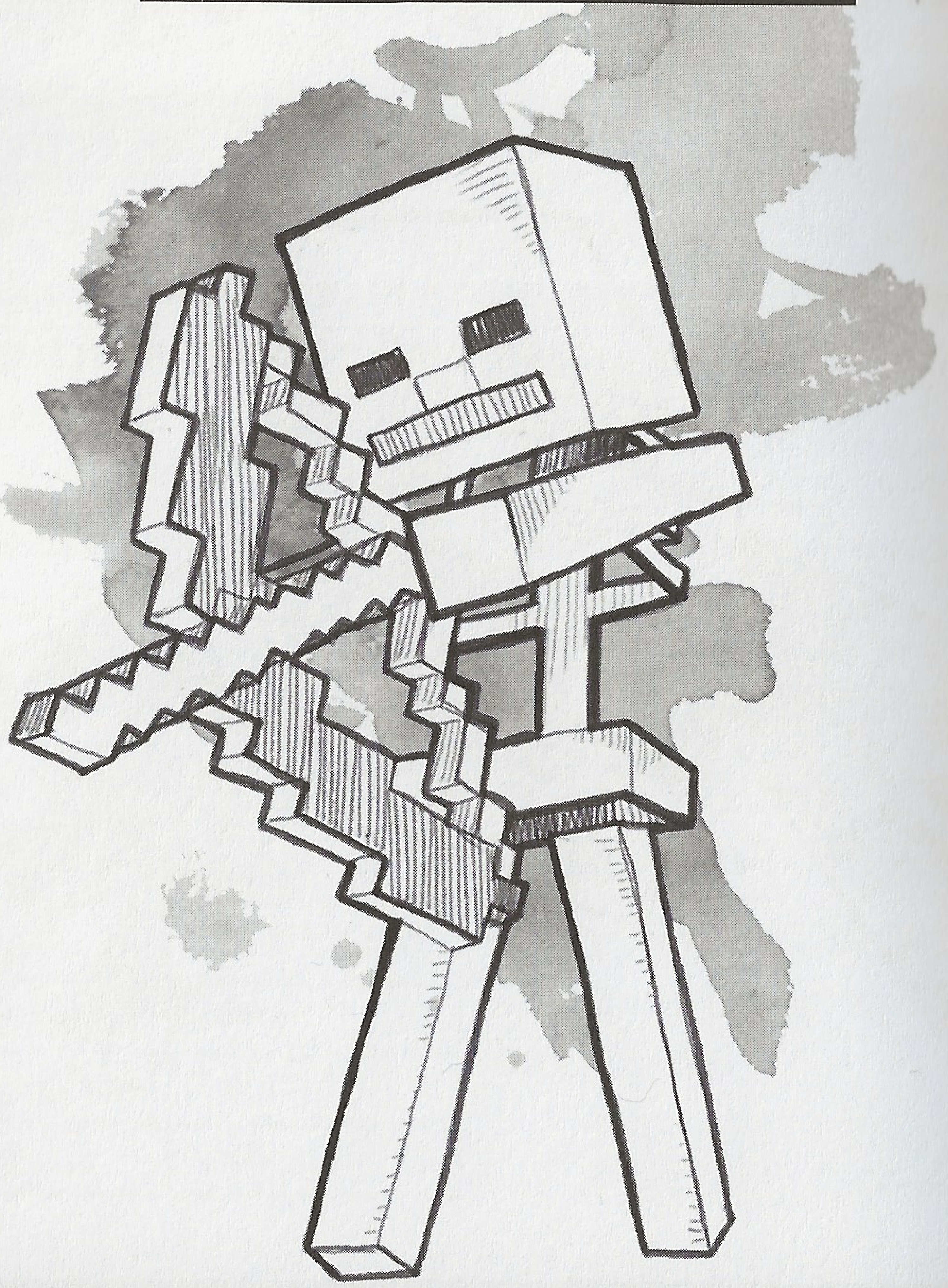


HEARTS: 8 • **DAMAGE:** 2 • **DEFENSE:** 4

SPECIAL EFFECT: You get caught in the cave spider's webs! For the rest of this battle, it ignores your Armor.

LOOT: Roll a die. On a 5 or 6, gain 1 string.

SKELETON

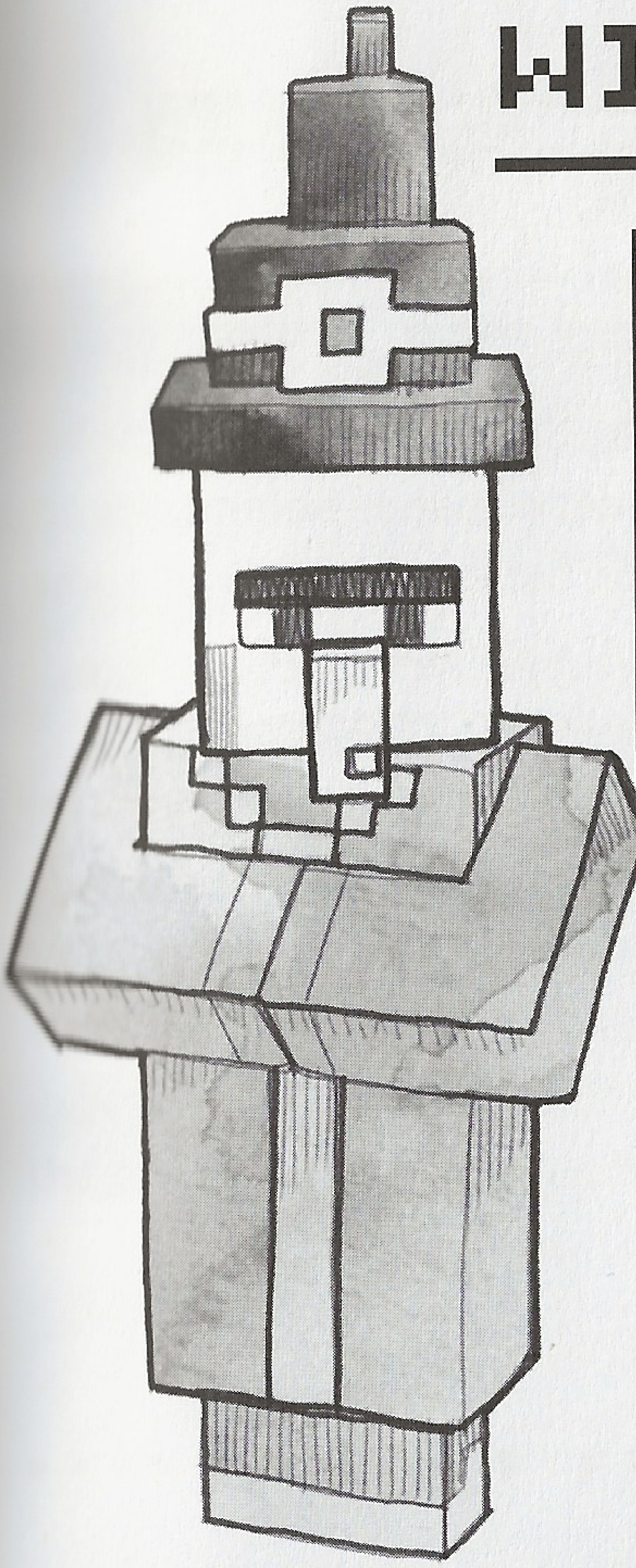


HEARTS: 8 • **DAMAGE:** 2 • **DEFENSE:** 4

SPECIAL EFFECT: The skeleton retreats to a safer distance. For the rest of this battle, its Defense is 5.

LOOT: Roll a die. On a 6, gain a bow.

WITCH



WITCH POTION TABLE	
ROLL	**RESULT**
1 ⚀	The witch can't find a potion at the moment. No harm done!
2–3 ⚁ ⚂	The witch throws a potion of Harming. It does 6 damage!
4 ⚃	The witch throws a potion of Weakness. Your attacks do 1 less damage, to a minimum of 1 for the rest of the battle.
5 ⚄	The witch throws a potion of Poison. Take 1 damage per turn, ignoring Armor, until the battle ends. This cannot take your last Heart.
6 ⚅	The witch drinks a potion of Healing and regains 4 Hearts.

HEARTS: 13 • **DAMAGE:** For each hit, roll on the Witch Potion Table. • **DEFENSE:** 5

SPECIAL EFFECT: The witch throws a second potion at you. Roll on the Witch Potion Table again!

LOOT: Roll a die. On a 4 or higher, turn to page 152.

A
WITCH'S MAP

You defeat the witch, and they disappear in a puff of smoke, leaving nothing but a single sheet of paper behind.

You quickly realize that the paper is a map of some sort. You can recognize the crude shape of your village, as well as the nearby coast. A bright red X marks an innocuous patch of land some ways down the coastline, in the middle of what seems to be a large swamp.

If you wish to keep exploring the forest,
turn back to page 148.

If you want to head for the coast, turn to page 96.

If you want to go straight to the swamp,
turn to page 102.

If you'd like to head back to the village and
prepare first, turn to page 40.

PILLAGER PATROL ENCOUNTER

After so many battles with the mobs of the woods, you're exhausted. You stop for a moment in a shallow valley to catch your breath, and you hear the grumbling of an illager somewhere in the darkness. The sound is getting louder fast.

You scramble back up to the top of the valley and take cover behind a tree. Moments later, a group of three pillagers enters the valley. A tall, mean-looking pillager carrying a gray banner leads the group, while the other two march side by side close behind.

➔ Turn the page.

This little patrol could never have destroyed your village—at least not alone. Still, they must be working with the larger force.

An idea shoots through your head. You're in the perfect spot to launch an ambush. If you can quickly take out the leader, you might be able to scare the rest of the patrol into retreating. Then you could follow them back to their base!

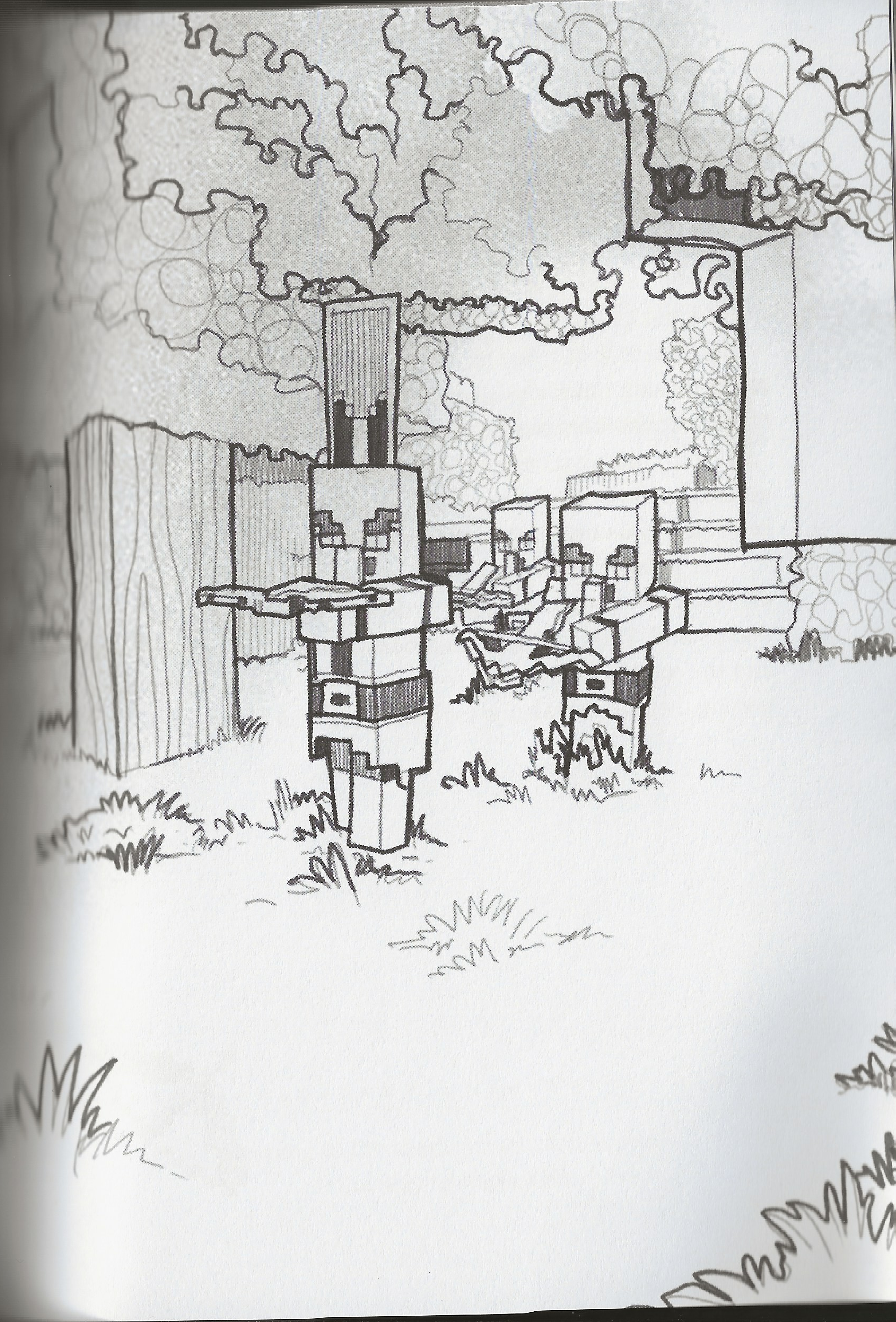
You consider your options. You could try setting up a clever trap to ensnare the leader, or you could just charge down there with your weapon and try to take out the leader before the rest notice.

* * *

If you have a bow and would like to try setting a trap, turn to page 156.

If you prefer to just charge in, turn to page 158.

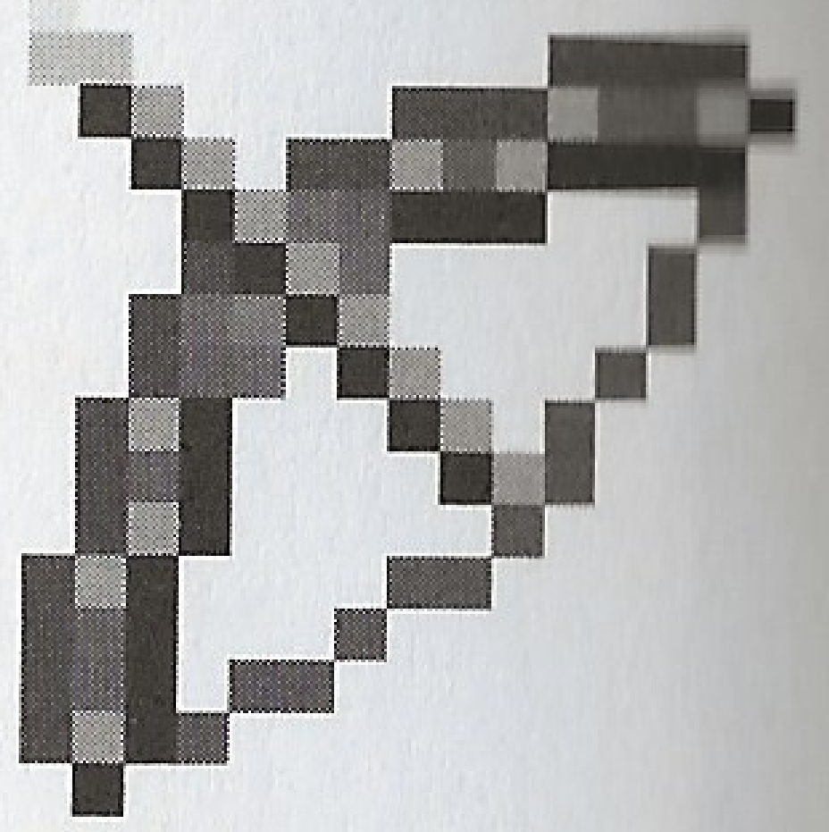
If you want to slip away unseen, turn to page 30.



CLEVER AMBUSH

Thinking quickly, you ready your bow and retreat into the woods. From a short distance, you fire an arrow high up into the air so that it arcs down into an empty patch of ground just in front of the pillager leader. Then you sneak away, keeping a close eye on the pillagers as you go.

The pillager leader lets out a grunt and motions wildly at the trees all around, shouting orders in a language you don't understand. The two junior members of the patrol head deeper into the woods, presumably to look for the source of the shot, leaving their leader waiting for their report, all alone.



Quietly, you circle around behind the leader's location. You perch at the edge of the gully just out of view, and you pull out your favorite sword. Then you leap forward, swinging your weapon high over your head.

In a single grand motion, you fall on the leader and bring them down. The leader lets out a sharp cry, but it's already too late for them. The other two pillagers hurry back to help, arriving just in time to see you dart back into the darkness.

The pillagers give each other worried looks and decide to flee from whatever defeated their leader so quickly.

Keeping to the shadows, you follow them all the way to page 160.

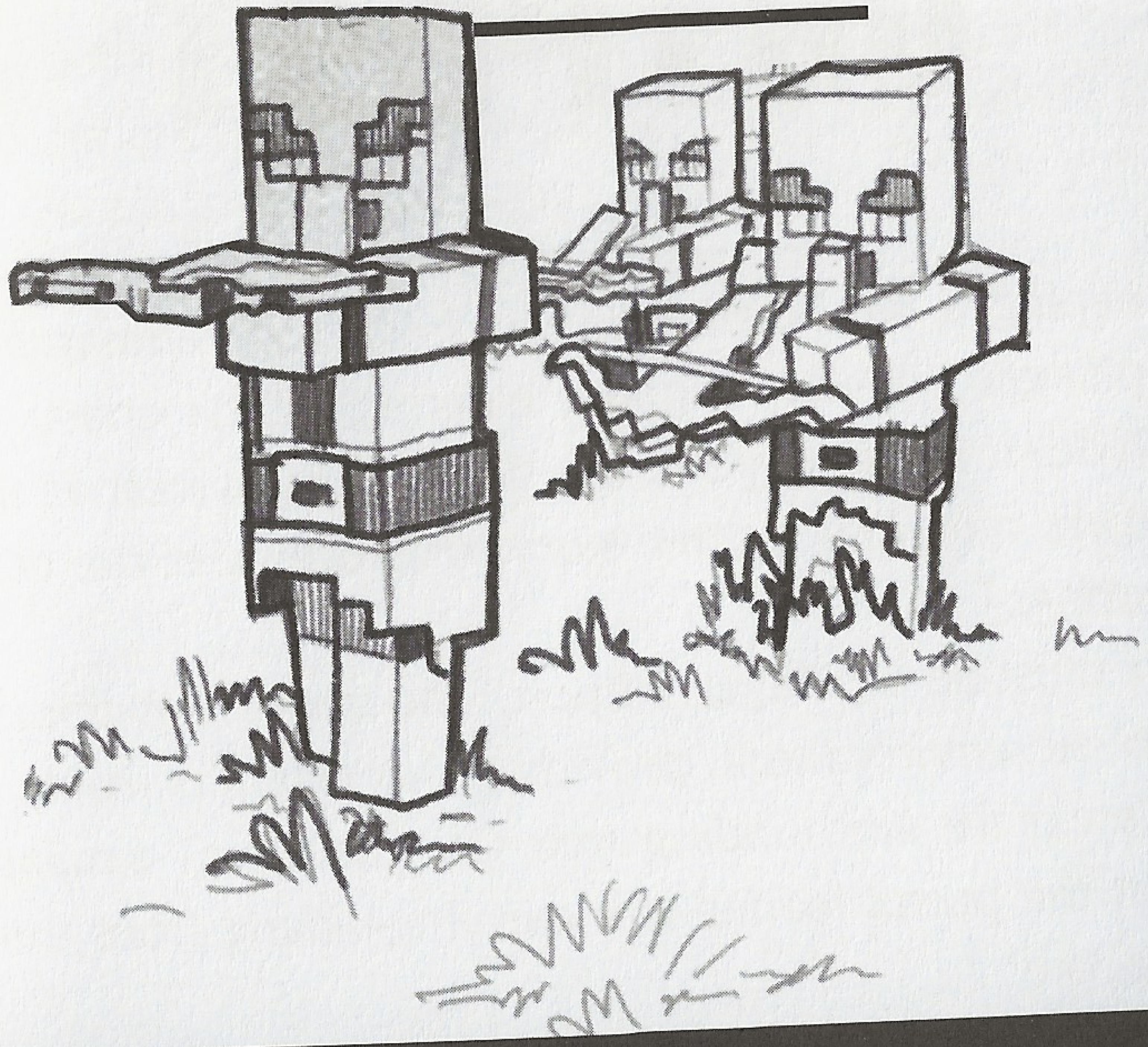
ATTACK!

You let out your best battle cry and charge into the valley. You swing your weapon at the leader of the patrol, only for them to dodge away at the last moment.

Alerted to your presence, the leader pulls out a crossbow and prepares to face you in battle. The other two pillagers hang back, using their own crossbows to provide supporting fire.

With all three of them shooting at you, you have only a few moments to take down the patrol leader. You either end this fight quickly or it ends you.

PILLAGER PATROL



HEARTS: 12 • **DAMAGE:** 6 • **DEFENSE:** 4

SPECIAL EFFECT: The rest of the patrol returns and buries you beneath a hailstorm of arrows. Go back to page 22.

LOOT: Roll a die. On a 5 or 6, the patrol leader drops a crossbow.

▪ If you win the fight, the junior members of the patrol flee into the woods. You follow them from a distance, keeping to the shadows, all the way to page 160.

☐ Otherwise, return to page 22.

THE PILLAGER OUTPOST

Keeping a safe distance, you track the remnants of the pillager patrol to a grassy clearing by the coast. Staying hidden in the edge of the woods, you watch as the pair of pillagers race into a three-story structure near the center of the clearing.

This must be a pillager outpost. The upper two floors stand open to the environment, providing the pillagers inside with a clear view of the surrounding area. Gray banners—similar to the one that the patrol leader was carrying—hang from the third-floor balcony.

A single pillager armed with a crossbow guards the entrance. To the side of the building, a pair of pillagers are using some old scarecrows for target practice.

This outpost is sure to have some information about the attack on your village, but if you approach head-on, you might be killed before you even reach the outpost's walls. You could try to sneak up and take out the guard by the door before anyone notices. Alternatively, if you have the right materials, you might be able to trick the pillagers into letting you in.

* * *

If you have at least three pieces of wheat and you'd like to try creating a disguise, turn to page 166.

If you have a bucket of lava and you want to try creating a distraction, turn to page 164.

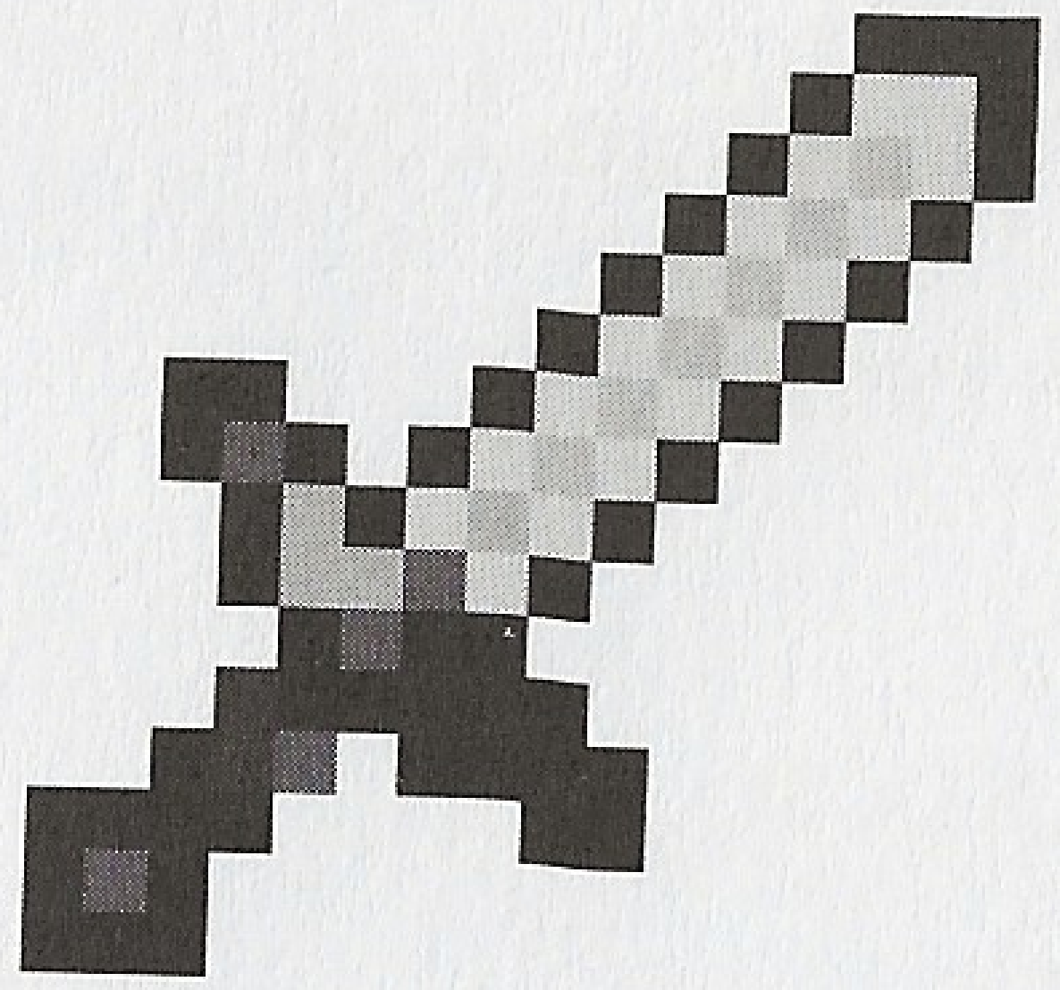
If you want to challenge the guards head-on, turn to page 162.

If you have a diagram of the outpost, turn to page 168.

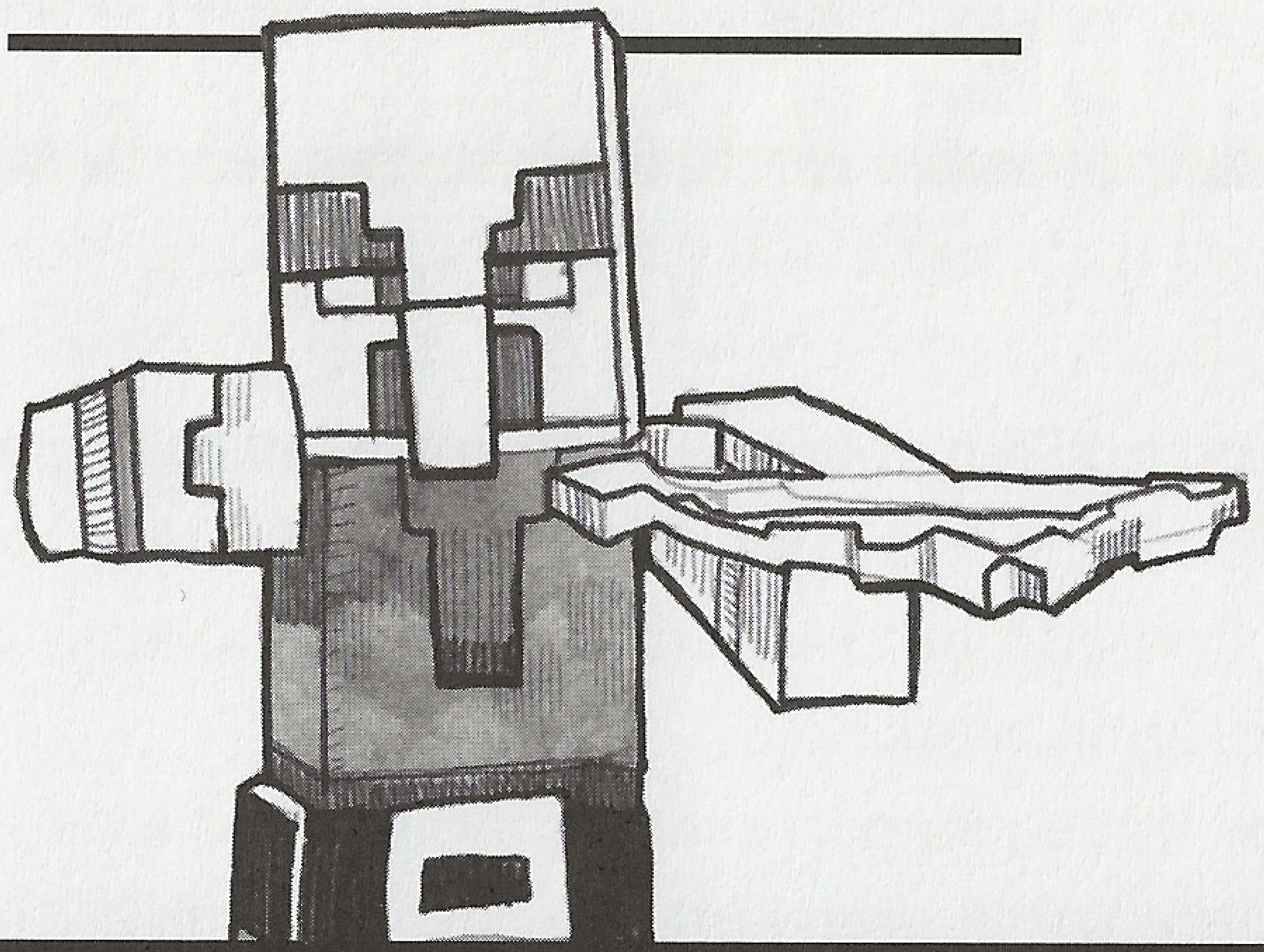
FIGHT THE OUTER GUARDS

You wait until it looks like the pillagers at the side of the building are distracted, and you rush out of the woods. With your weapon at the ready, you charge the pillager at the outpost's door.

You have only a few moments to end this fight before the other pillagers notice your presence.



PILLAGER



HEARTS: 12 • **DAMAGE:** 2 • **DEFENSE:** 3

SPECIAL EFFECT: The pillager zeroes in on you. On their next turn, their Damage is 4.

LOOT: Roll a die. On a 6, the pillager drops a crossbow.

Every time you make an attack roll against this pillager, check one of the boxes below.

☐ ☐ ☐ ☐ ☐ ☐

☐ If you fill the sixth box and the pillager is still alive, you have taken too long. The other pillagers find you and unleash a flood of crossbow bolts. Return to page 22.

⚔ If you beat the pillager within five turns, congratulations! You quickly let yourself into the pillager outpost. Turn to page 168.

CREATE A DISTRACTION

You pull out your trusty bucket of lava and pour its contents onto the trunk of a nearby tree. Within a few minutes, that tree and all the nearby trees are ablaze, billowing up a huge column of smoke.

The three pillagers outside the outpost look at one another and make some grumbling noises. Eventually, they leave their posts and begin heading toward the source of the smoke.

Keeping to the woods, you circle away from the approaching pillagers, placing yourself farther along the edge of the clearing. You wait until they plunge into the woods, and then you charge straight toward the outpost.

Driven by a combination of panic and courage, you sprint toward the outpost, your legs carrying you faster than they ever have before. When you reach the entrance, you dive inside and wall yourself in as fast as you can.

For now, at least, you're safe.

Turn to page 168.

CREATE A DISGUISE

From the edge of the clearing, you stumble upon a carved pumpkin head that must have belonged to a scarecrow at some point. While you pick it up, you take a long look at the scarecrows by the side of the pillager outpost and notice that they're made with old straw weathered to the same color of the wheat you collected earlier.

Suddenly, you get an idea. It's risky, but if it works, you might be able to get inside the outpost with nobody the wiser. You pull out the wheat and start stuffing it under your clothes, and you take the carved pumpkin head and put it over your own head like a mask.

Then you wait—for hours. You wait until it starts to get dark and the pillagers at the shooting range run out of bolts. You wait until they start to pack up their stuff for the day. Then you tumble out of the woods.

You lay flat on the ground, as still as you can, as you hear their footsteps approaching. The pillagers stand over you and look down at you. You do your best to remain motionless.

Eventually, one of the pillagers shrugs and reaches down and picks you up. They drag you—along with the other scarecrows—into the outpost, stacking you together in an empty corner.

After the pillagers leave, you wait a few minutes before standing up. Then you pluck the wheat out of your clothes and let out a sigh of satisfaction. You made it inside.

Turn to page 168.

INSIDE THE PILLAGER OUTPOST

Although you can hear footsteps upstairs, the first floor of the outpost seems safe for now. You don't see any pillagers, but unfortunately, you don't see anything useful either. Besides a couple of beds and tables, this stone room is largely empty.

In the back of the chamber, a wooden staircase leads up to the second floor. Beneath the staircase, a small window looks out at the coastline beyond the outpost.

Peering through the window, you spy a wooden cage just outside to the right, with a large iron figure trapped inside.

You've heard rumors of iron golems like these. Supposedly, they protect villages from attacks. The illagers here must have overpowered the poor creature during one of their raids. If you could somehow free it, it could be a helpful ally.

As you take a moment to ponder your options, you hear footsteps straight overhead and then coming down the stairs!

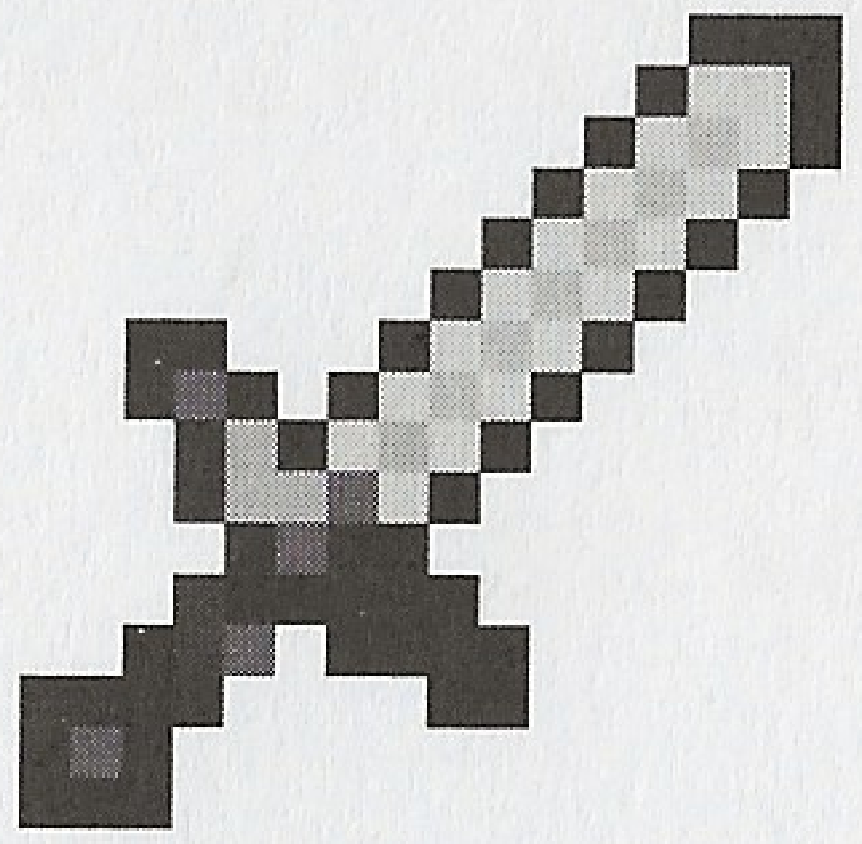
You're out of time to make plans. You need to blow that cage open or get ready to fight.

If you have TNT in your inventory,
you can blow open the cage. Turn to page 172.

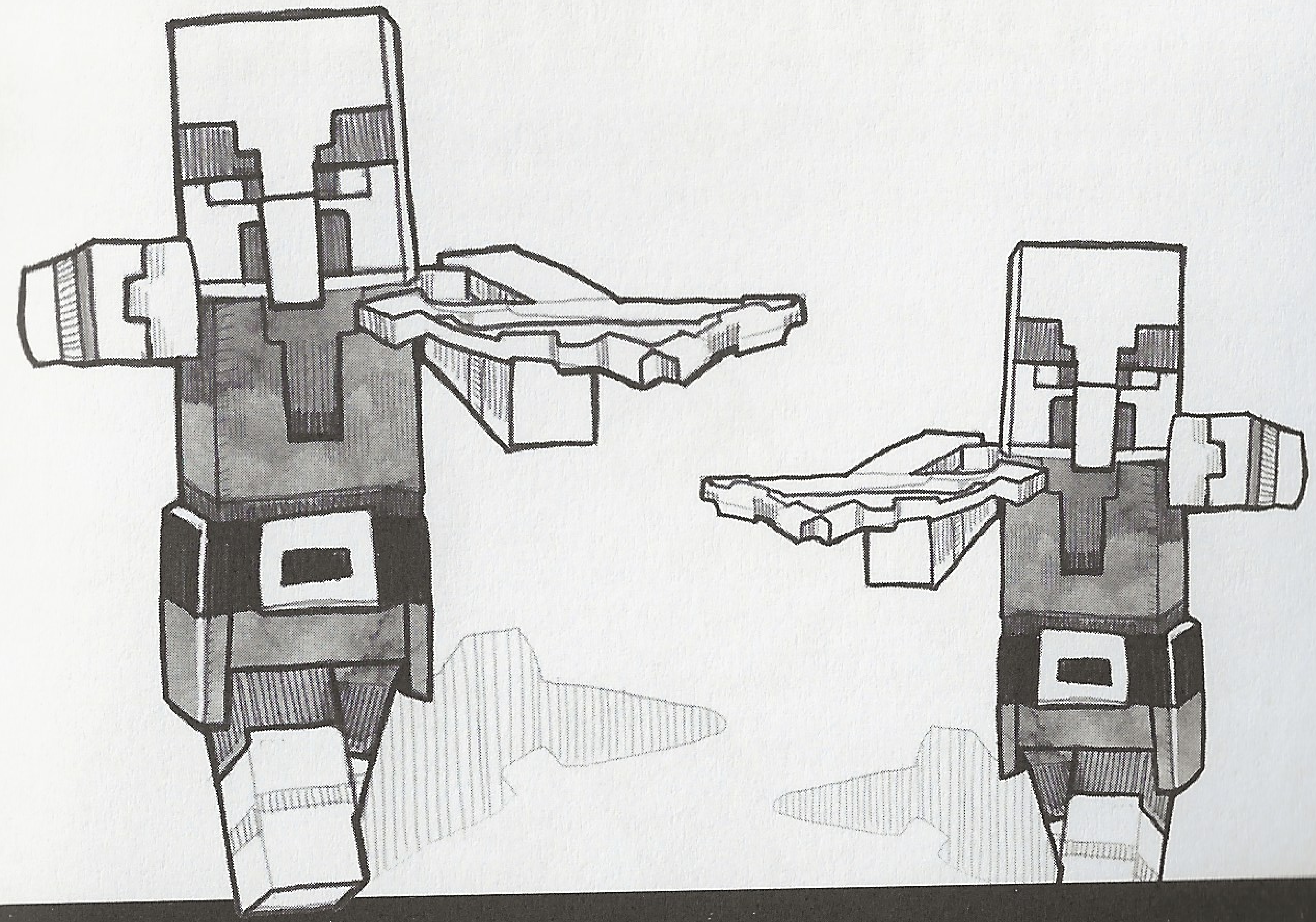
Otherwise, turn to page 170.

FIGHT THE INNER GUARDS

Saving the golem will have to wait. A pair of pillager guards armed with crossbows appears at the foot of the staircase. Just as you pull out your favorite weapon, they turn to face you. It's time to fight!



PILLAGER PAIR



HEARTS: 24 • DAMAGE: 4 • DEFENSE: 3

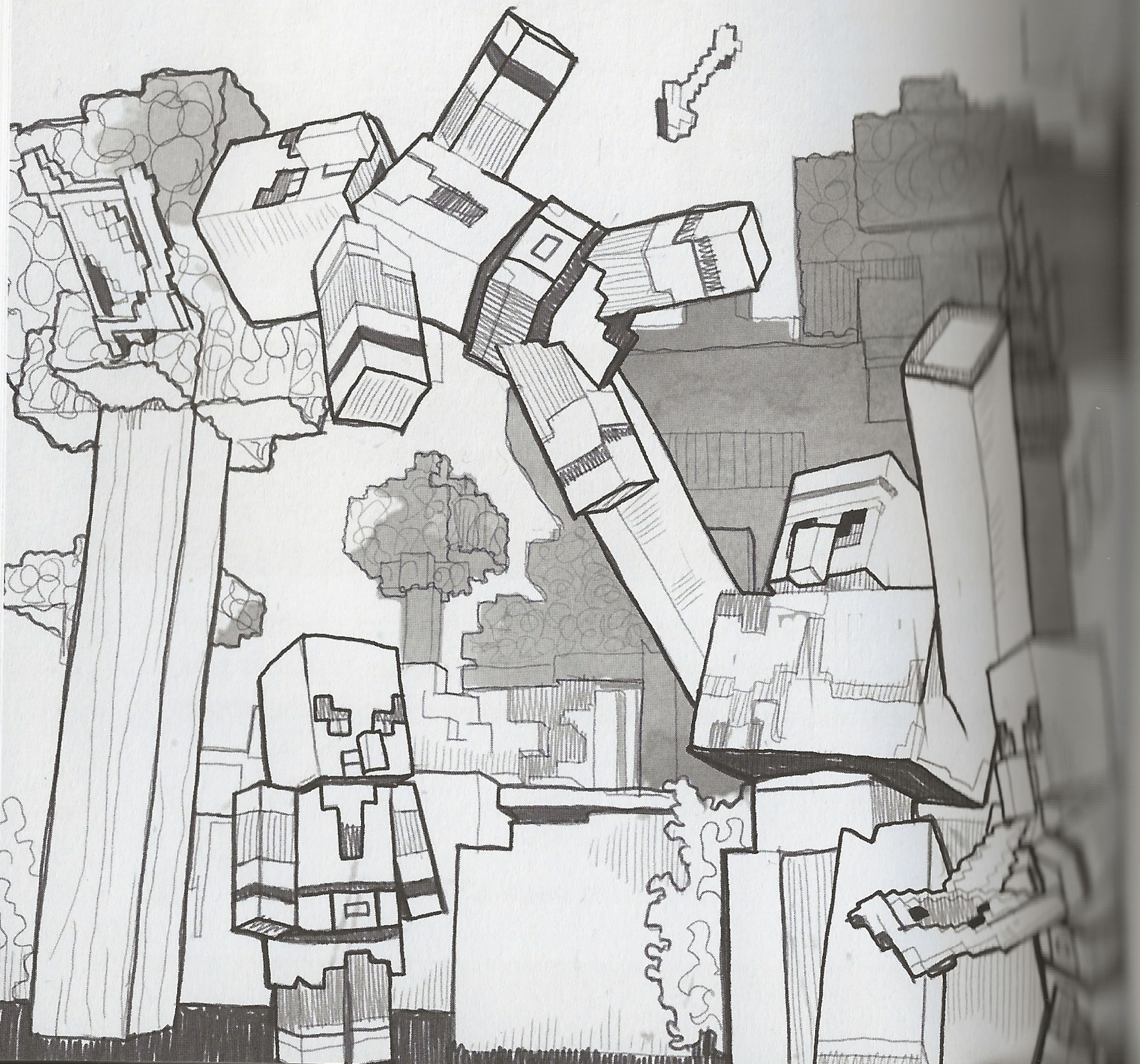
SPECIAL EFFECT: The pair push you into a corner. Your Attack is reduced by 1 for the rest of the battle (down to a minimum of 1).

LOOT: Roll a die. On a 5 or 6, the pillager pair drop a crossbow.

If you survive the battle, you can quietly slip out behind the outpost and bust open the iron golem's cage. It thanks you for help and wanders off, leaving you free to scour the upper levels of the outpost.

Turn to page 174.

FREE THE IRON GOLEM



Thinking fast, you pull out a block of TNT you collected and reach out the window, placing it carefully. You light it and then hurry away from the window, hiding under the stairs. A moment later, there's a massive BOOM!

The entire outpost shakes from the explosion. The footsteps overhead stop. Then, all at once, two pillagers rush down the steps. Unaware of your presence, they race outside to see what's happened to the iron golem.

Looking out the window, you see that the TNT hurt the iron golem, but it also destroyed the cage, just like you hoped. The pillagers approach the golem and begin firing their crossbows. Protected by its iron skin, the golem shrugs off the shots and charges forward. A loud crack rings out as the golem's fist collides with a pillager's chest, flinging them over the nearby treetops. The other pillager simply stands there and stares in dismay.

You step away from the window and smile. That should keep them occupied for a while.

Slipping out from beneath the staircase, you head up to the next floor.

Turn to page 174.

CONFRONT THE VINDICATOR

You peek up the stairs to the second floor of the pillager outpost, only to realize that the second floor is little more than an empty balcony. If you want answers, you need to keep going all the way up to the top.

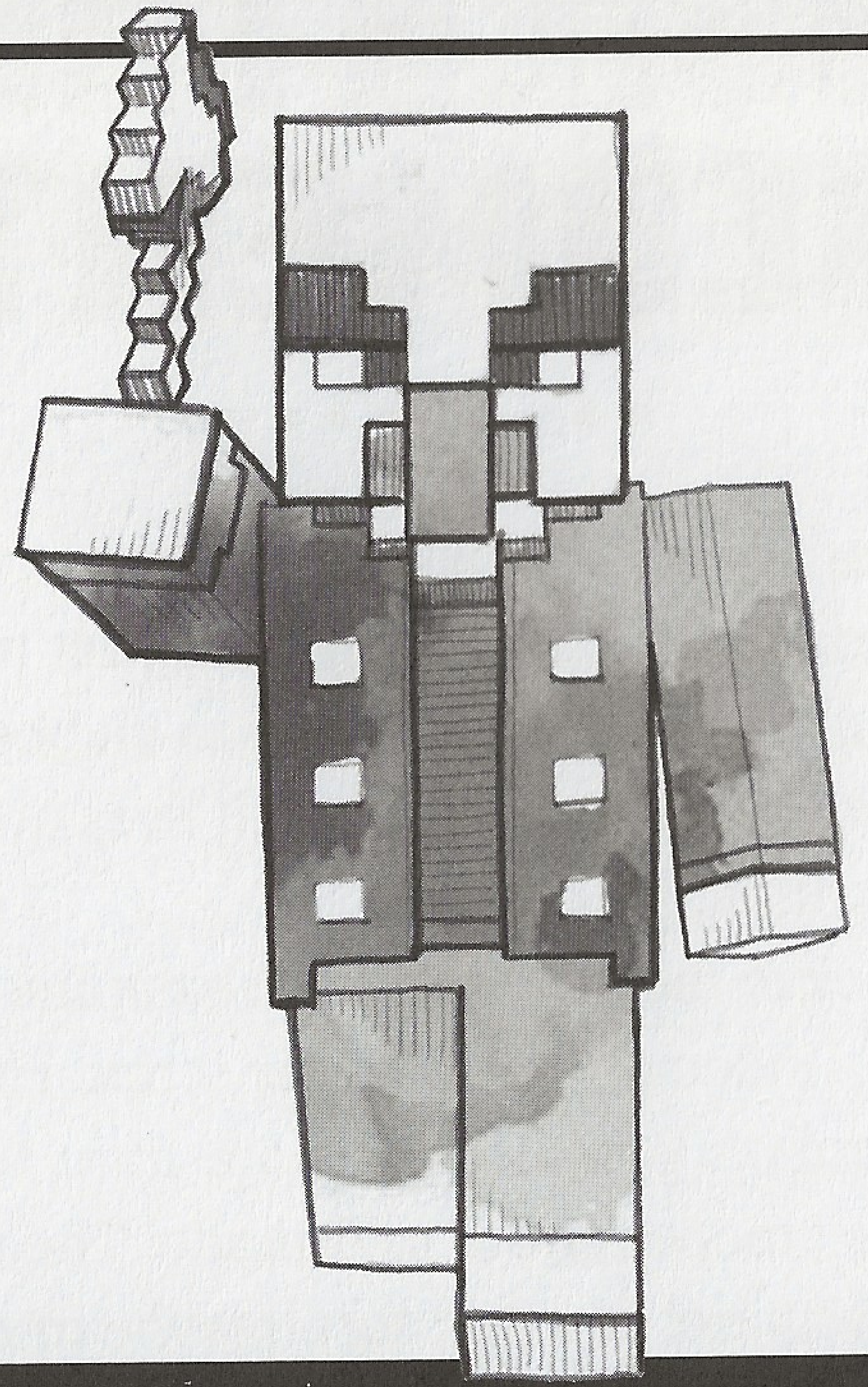
Cautiously, you trudge up the steps to the third floor and enter some sort of office. A small wooden desk covered with scraps of paper sits in the center of the room.

You also find all sorts of piles in the room. These things don't look like anything you need, but you wonder if the illagers looted them from the places they've been attacking. Oddly, the piles are sorted by type, perhaps to ready them to be sent someplace else.

You approach the desk to examine the papers when you hear something behind you grumble. You glance back just in time to see an iron axe swinging toward your head. You leap out of the way at the last second and then spin around to face your attacker.

The axe this illager—a vindicator—brandishes at you glints with a purplish sheen. This might be a tough fight.

VINDICATOR



HEARTS: 14 • **DAMAGE:** 6 • **DEFENSE:** 4

SPECIAL EFFECT: The vindicator uses their enchanted axe to cleave through the armor you're wearing, destroying it!

LOOT: Roll a die. On a 5 or 6, the vindicator drops an enchanted iron axe. It does 4 Attack and 6 Damage.

➔ If you survive the battle,
turn to page 176.

☐ Otherwise, return to page 22.

THE VINDICATOR'S DOCUMENTS

You clobber the vindicator one last time, and they crumple to the floor, defeated. Wiping the sweat from your brow, you let out a long breath. That must've been the leader of the outpost. If anyone tougher than that lives around here, you certainly don't want to meet them.

You head back to the desk and try to examine the papers, but they're written in indecipherable illager script. However, you do notice a few symbols popping up more than the others. One looks like a large creeper about to explode. The other looks like an underground tunnel of some sort, maybe in the middle of a mine. Another looks a lot like a pyramid or temple of some kind.

Satisfied for the moment, you set down the papers and take a final look around the room. As you're about to leave, you spy a chest hidden beneath the desk.

You pop open the chest and reel back as a small blue winged creature zooms out. The mob flits and flies all around your body, almost as if it's trying to sniff out the things you're carrying.

It seems to be interested in your stuff. You've heard other heroes tell of creatures like these allays. They say that giving them things can make for good luck.

* * *

➔ If you have something you'd like to give to the allay, turn to `page 178`.

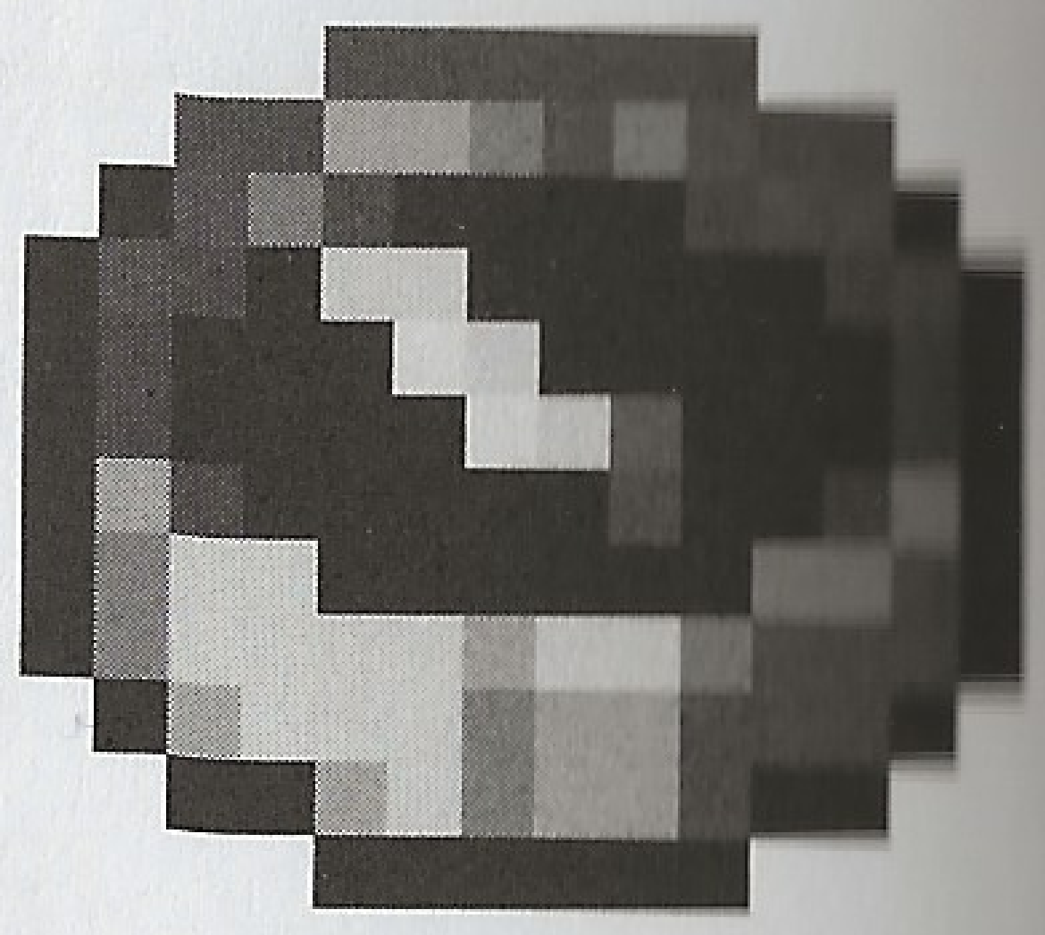
✖ Otherwise, you can simply bid the little mob goodbye. To slip out the back of the outpost and start heading home, turn to `page 32`.

Or, if you'd like to head straight for the mine near your village, turn to `page 44`.

THE ENCHANTED COMPASS

You pick an item from your inventory and offer it to the allay. It stares at it for a second before accepting it.

Then the allay begins to zoom around the room, knocking over items that are like the one you gave it. It finds a sorted pile of them and starts rooting through it, bumping things all over the place, then places another of them in your hands. Add one duplicate to your inventory of whatever item you gave the allay. While the allay does this, you spy something under the pile and retrieve it.



It's a compass!

It has a purple glint to it, much like the axe the vindicator was wielding. It must be enchanted too!

Unlike other compasses you've used, this one points toward the coast, the opposite of the way you'd expect. You move all around, trying to get it to point in a different direction, but the needle keeps pointing in the direction of the sea.

This compass might lead to something important to the illagers, maybe even the source of the illager invasion. Unfortunately, the sun is starting to set, and you ought to be getting home before it gets dark. You can start your journey anew tomorrow.

The coastline on the edge of the plains should make for a good jumping-off point.

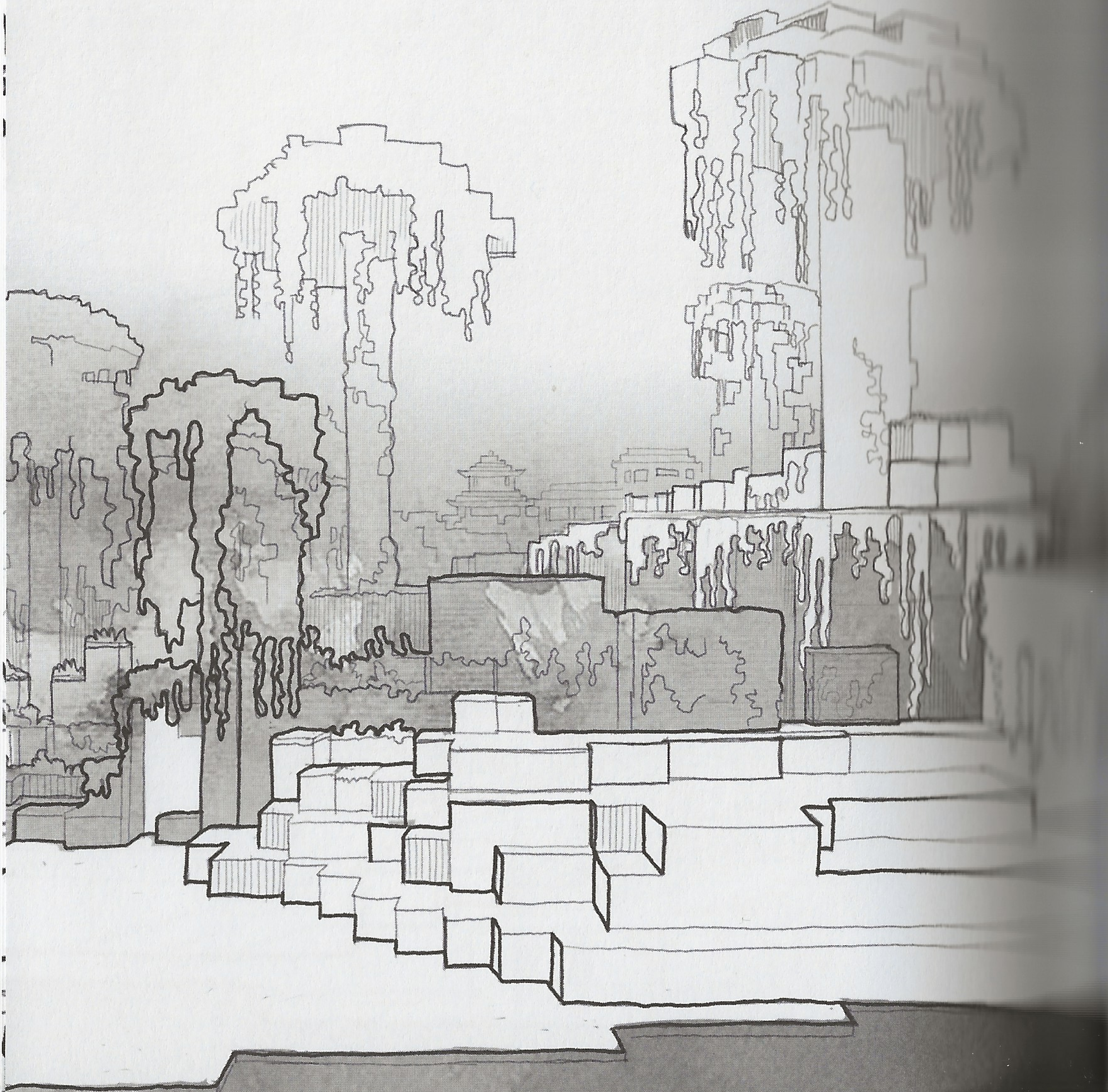
You slip back downstairs and sprint for the shelter of the woods, keeping a close lookout for any remaining illagers as you go. Luckily, you make it back to the forest without any trouble, and you start toward home.

✖ Turn to page 32.

PILLAGER ISLAND

You find yourself on the sandy shore of a wooded island far from the peaceful land on which your village sits. Several boats sit moored at a nearby pier, each of them bearing a banner that looks like a creeper about to explode.

* * *

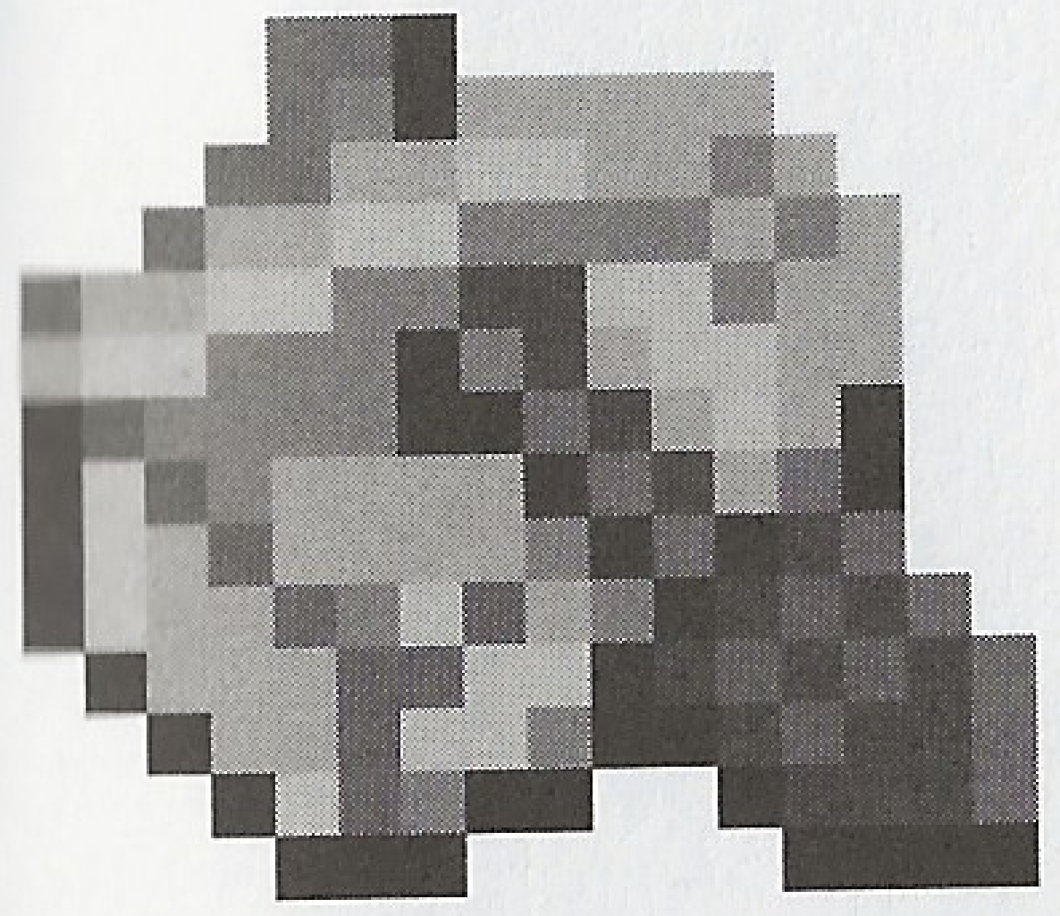


That confirms it: The Temple of the Charged Creeper is here!

You have no idea if that's what they call themselves, but that name sounds perfect to you.

It's getting late, so you quickly build yourself a hidden shelter, away from prying eyes. While you're at it, you also build a crafting table and a furnace. Then you go to sleep and dream of saving your village so you can go back there in peace.

From now on, any time you are defeated while you're on this island, you can respawn the next day here (on **page 186**) rather than in your home in the village, and you can craft things here too.



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➾ Turn the page.

AWAKE ON PILLAGER ISLAND

You respawn in your new bed, all healed up and ready to go. You can sense you're near the end of your quest. You just need to find the illagers who attacked your village and put a stop to their reign of terror—if you can.

You emerge from your shelter, and you see two trails leading off into the forest. One seems well trodden, while the other is less so.

To take the well-traveled road, turn to page 192.

To take the less-traveled road, turn to page 187.

To paddle back to the mainland, turn to page 22.

THE WOODLAND MANSION

You plunge into the dark forest and follow the trail that runs through it. Eventually, you come upon a gigantic woodland mansion that reaches toward the tops of the trees. Illagers stand guard at the front gate, and banners showing the charged creeper flap overhead in a gentle breeze. It would almost seem idyllic if it weren't for the fact that these illagers tried to destroy your village.

It's been a long trip to get this far, and you're eager to charge right in and take the fight to the illagers. You wonder, though, if it might not be smarter to scout out the place first rather than launch yourself into battle.

To keep following the path, turn to page 188.

To barge in, turn to page 189.

THE BACKDOOR

You don't see the point of dashing into the woodland mansion and fighting anyone in your way—at least not unless that's the only option. Taking care to make sure the guards at the front door don't see you, you circle around the mansion, looking for another way in.

As you come around the opposite side of the building, you discover a door that doesn't seem to be watched. You sneak up to it as quietly as you can and put your ear against it. You don't hear a thing, so you open it and step inside.

▣ Turn to page 191.

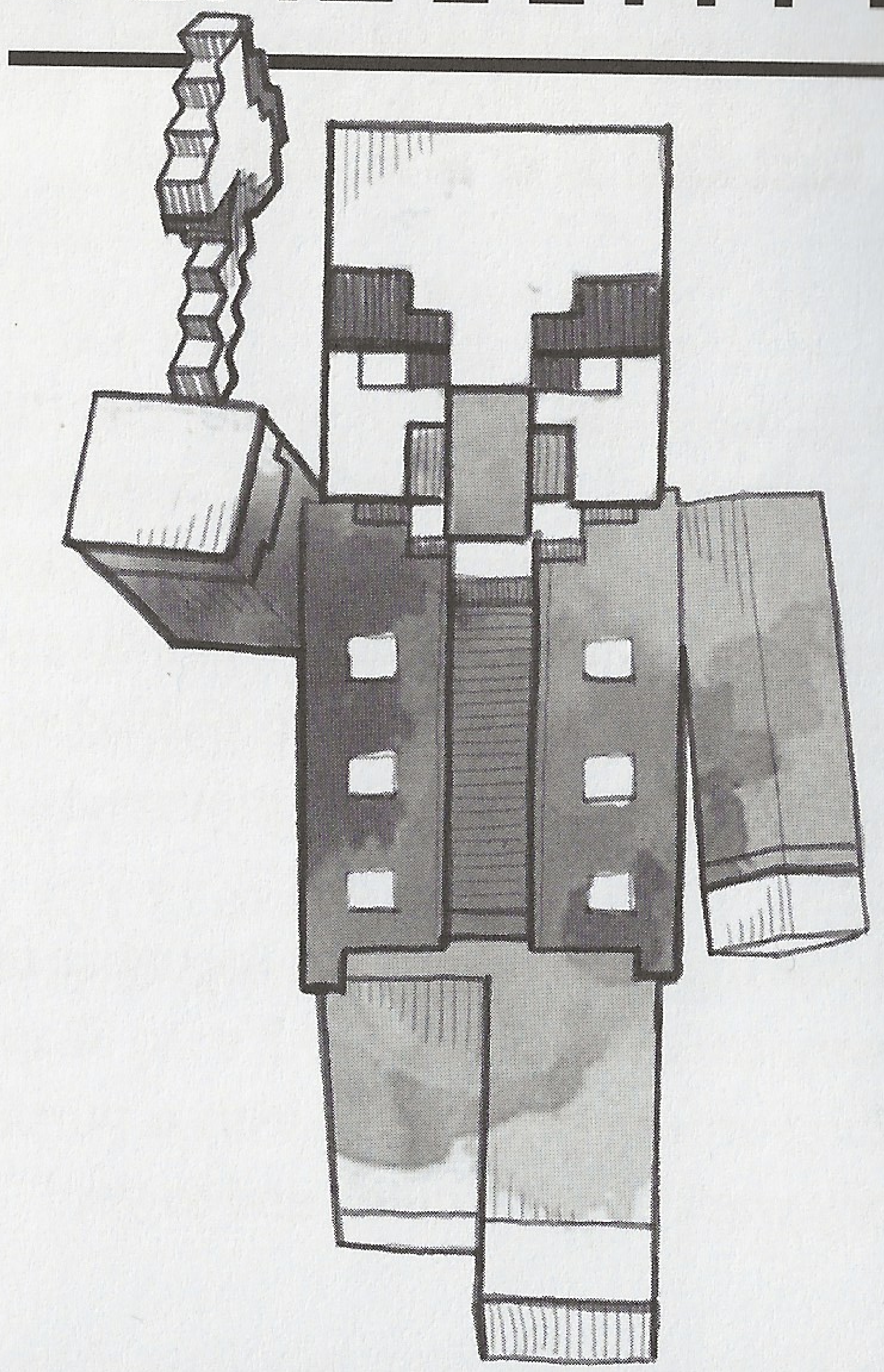
MANSION GUARDS

You charge straight past caution and smack into the guards standing in front of the woodland mansion, hoping to take them unawares with your audacious assault. To your surprise, they scatter, apparently terrified of you and your battle prowess. They flee inside the mansion, hollering something that you can't understand, and you fear that they might bar the doors and shut you out.

As you reach the mansion's entrance, though, a figure emerges from the doorway to glower at you. It's an illager—clearly a vindicator—hefting an axe that shines with a purple sheen, and they look like they want to put a quick end to you!

➔ Turn the page.

VINDICATOR



HEARTS: 14 • **DAMAGE:** 5 • **DEFENSE:** 5

SPECIAL EFFECT: The vindicator uses their enchanted axe to cleave through the armor you're wearing, destroying it!

LOOT: Roll a die. On a 5 or 6, the vindicator drops an enchanted iron axe. It does 4 Attack and 6 Damage.

➔ If you survive the battle, turn to page 191.

◉ Otherwise, return to page 186.

INSIDE THE MANSION

There doesn't seem to be anyone inside the mansion, but you're not about to tempt fate. You creep through its halls like a mouse, taking care to not disturb anything—or anyone. The place is huge and gloomy, filled with all sorts of strange things, like statues of chickens, tables covered with maps of places you don't recognize, storerooms filled with looted goods under lock and key, and fighting rings suitable for training for battle or worse. You even find a laboratory full of lightning rods and indecipherable books.

You wonder if the illagers could have really built something so magnificent and stately on their own. Could someone else be behind the attacks? Perhaps directing the illagers from behind the scenes?

Eventually, you determine that there's no one else here, except maybe someone sleeping in the front room, which you can easily avoid. Even the guards you saw outside seem to have vanished. You wonder where everyone could have gone. This is a huge place, and it should be teeming with illagers of all kinds.

You find a small stack of robes in one room. They're the exact blue color of a charged creeper.

You take one with you, just in case. (Add robes to your inventory.)

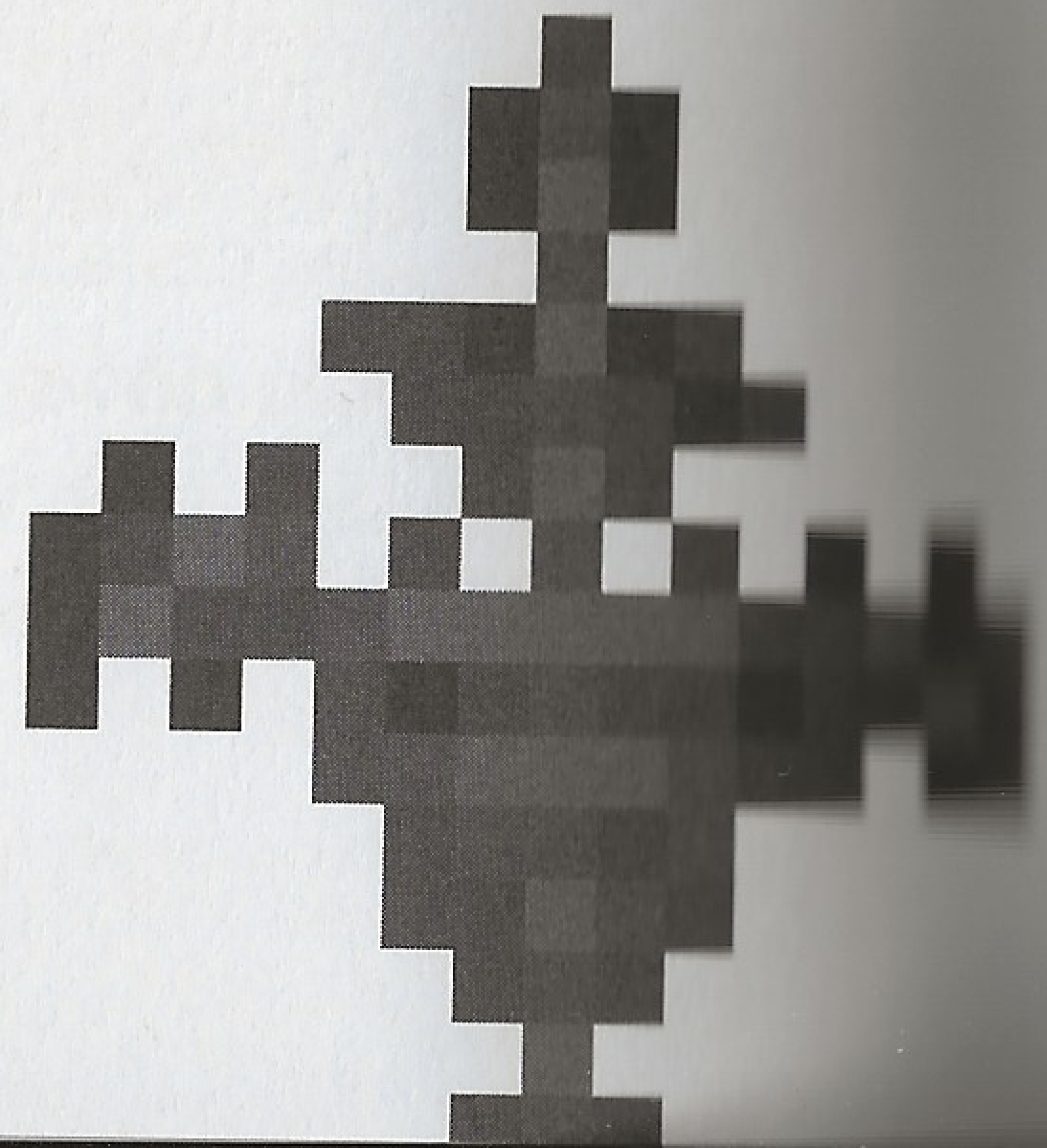
If the illagers aren't here, though, then there's just one more place to look: down that other road.

▲ Turn to page 192.

THE TEMPLE

You take the well-trodden path deep into the forest, leaving the shore far behind. It's odd that you haven't seen any mobs of any kind wandering about here. It's daytime, so you wouldn't expect to find hostile mobs roaming around, but you don't see any pigs, chickens, cows, wolves, sheep, birds, or any of the other kinds that wander about in broad daylight. You peer into the darkest parts of the forest, and there's nothing there either. Have the illagers scoured the island of all other life?

You stop and cock your head to the side to listen as hard as you can. You think you can just make out a soft hissing in the distance, coming from straight in front of you—but nothing else.



You keep heading down the trail, and the hissing gradually becomes louder and louder, like a leak that's about to burst. Then something else joins the soft noise: a deep, rhythmic thrumming that keeps a steady beat.

As you draw closer to the noise, you spy something rising from the tops of the trees. It's the tip of a gigantic temple stabbing high into the sky. The sounds are coming from there, you realize—and then you figure out one other thing.

The thrumming isn't just random noise. It's chanting.

You leave the path and start sneaking through the woods, just in case anyone is watching the road. Soon, you reach the foot of the towering temple, and you see that you were smart to be cautious.

➩ Turn the page.

Scores of illagers stand at the foot of the temple, their arms held high over their heads as they raise their voices in unison, chanting something you cannot understand. The entire building seems to have been crafted from obsidian. It's the most incredible fortress you've ever seen.

There's a large doorway just beyond the worshipers, but to reach it you'd have to charge straight through them.

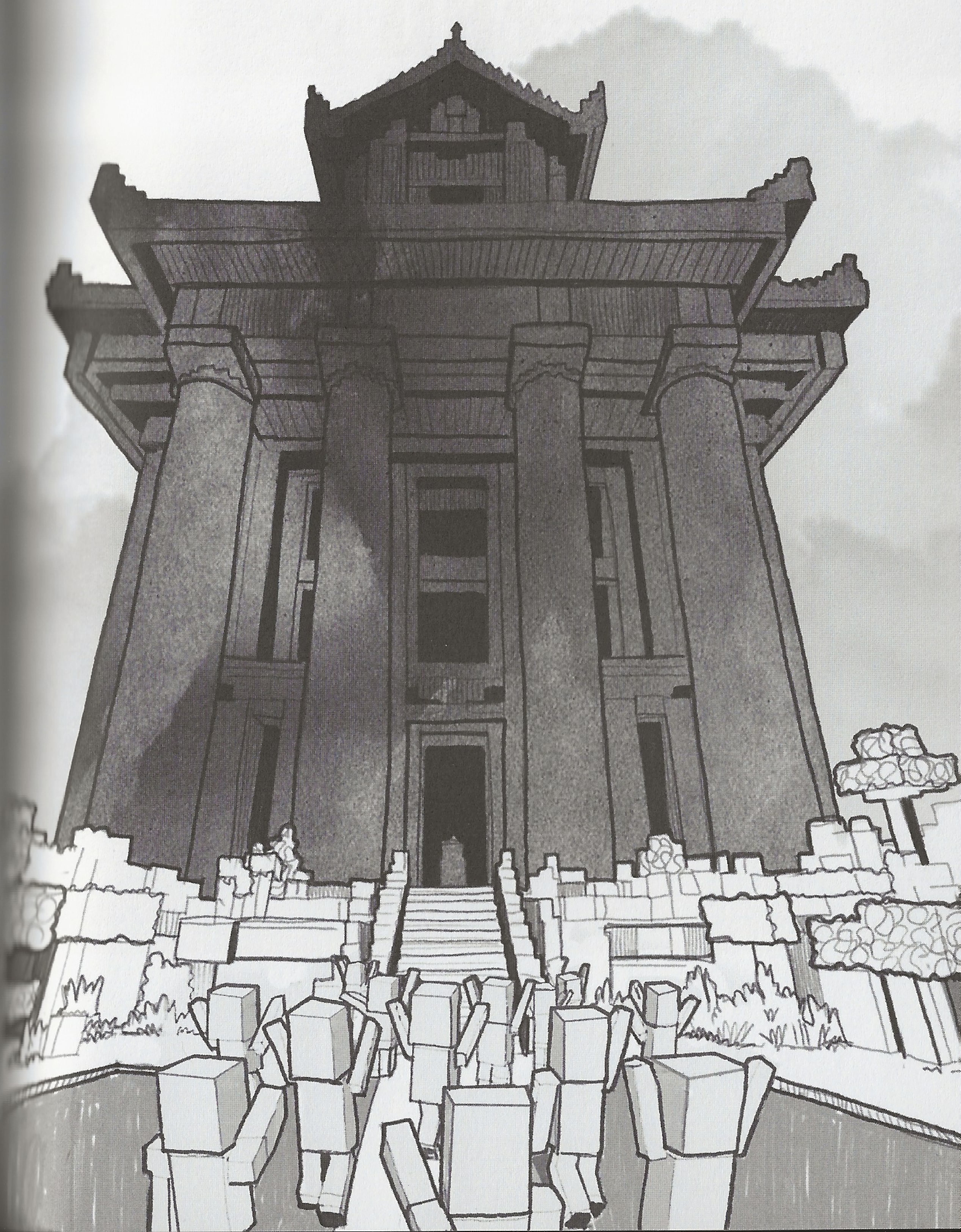
Maybe there's another way. Or maybe there's not.

To charge straight through the crowd of illagers, turn to `page 196`.

If you have a diamond pickaxe, you can try to tunnel your way into the temple instead. Turn to `page 200`.

If this is all too much, you can return to the shore. Turn to `page 186`.

If you have already been inside the woodland mansion, you can turn to `page 201`.



YOU FOOL

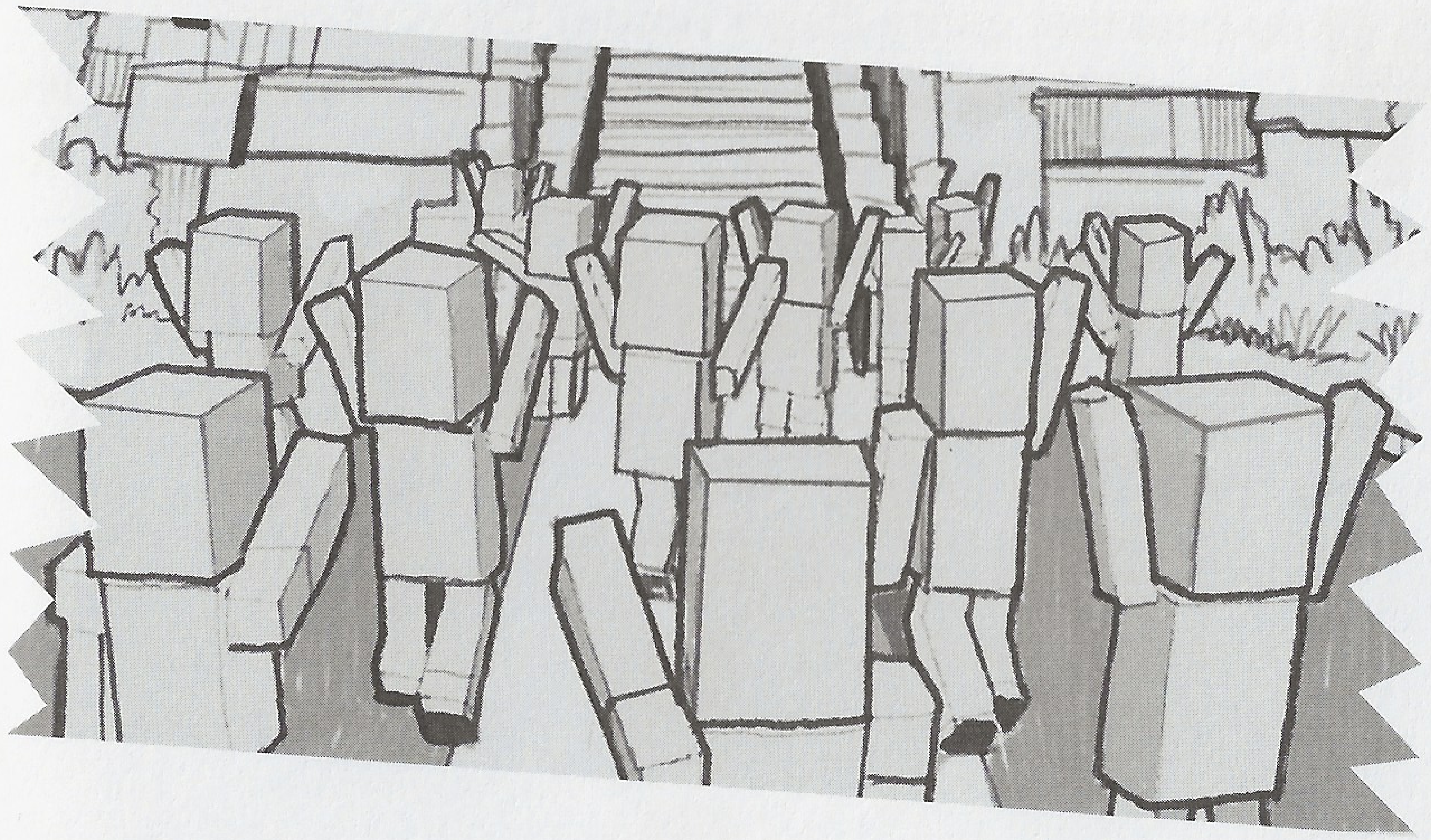
You decide that the only way into the obsidian temple is through that massive crowd. You sprint forward as fast as you can, hoping that you can reach the door before the illagers realize you're an intruder.

You don't quite make it.

In fact, the illagers stop their chanting and raise up a shout of alarm instead. An instant later, they close ranks around you, and you find yourself surrounded by countless illagers, pillagers, vindicators, and evokers, several rings deep.

And they are not happy to see you.

ILLAGER HORDE



HEARTS: 100 • **DAMAGE:** 20 • **DEFENSE:** 5

SPECIAL EFFECT: The illagers bury you with their attacks. You've been beaten flat. Go back to page 186.

LOOT: Roll a die. On anything but a 1, you find a diamond sword and diamond armor.

➜ If you win the battle, turn to page 198.

◉ Otherwise, return to page 186.

THE LIAR

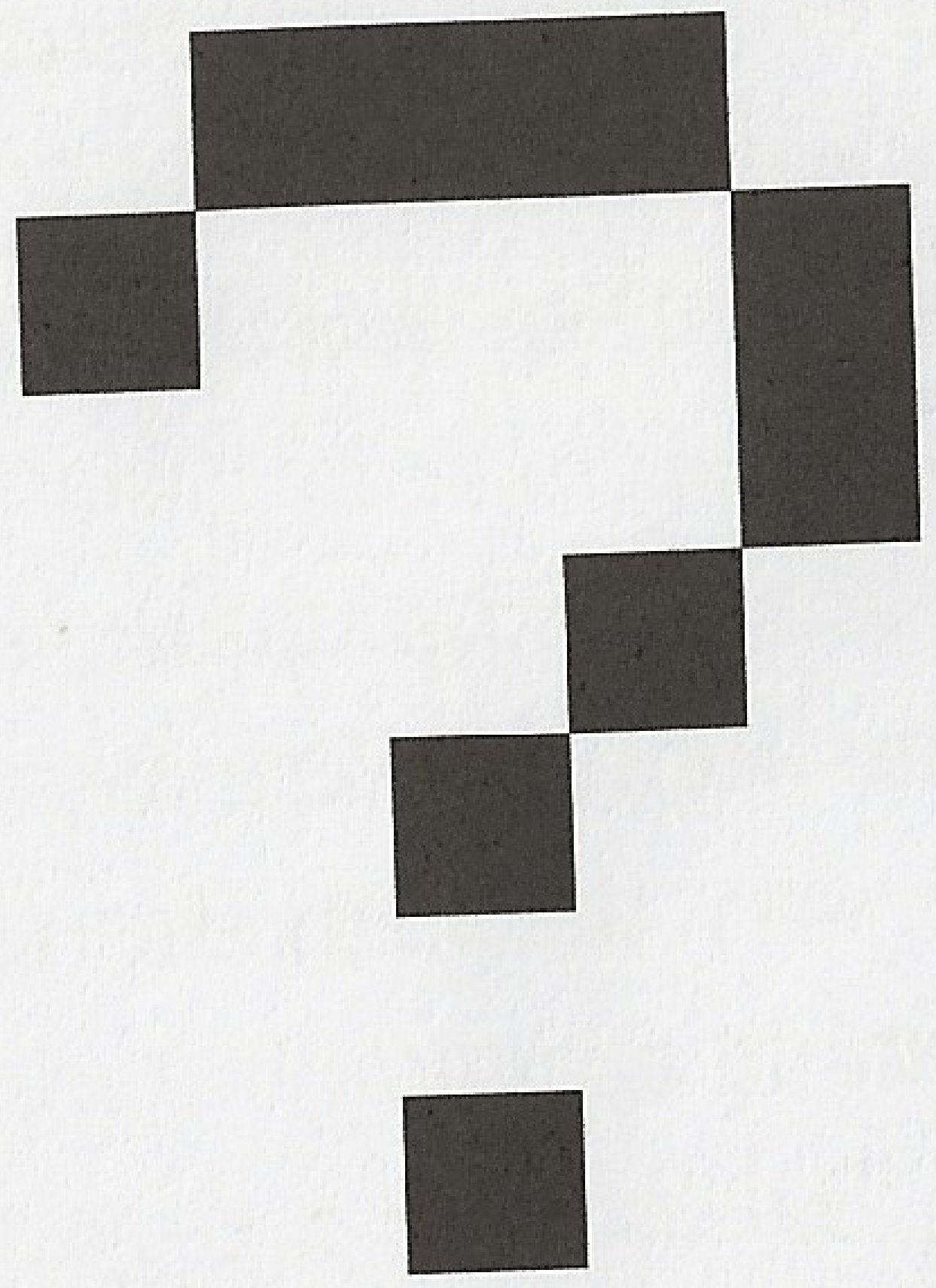
You beat that entire illager horde? On your own?

It's impolite to call someone a liar or a cheat, so let's just say that's *extremely* hard to believe. The odds are incredibly high that you're wrong.

Still, it's your game. Play it how you want to.

◉ If you want to come clean, go to `page 186`.

▲ If you're determined to stick to your unbelievable, ridiculous story—the kind of triumph that you're sure to be telling everyone within earshot about for the rest of your life—then turn to `page 202`.



DIG IN

There is no way you could fight your way through that horde of illagers, not even if you had a whole party of heroes with you. There must be another way to get into the temple.

You walk all the way around the place, carefully scanning for a sign of some alternate entrance—secret or otherwise—but you don't find anything. Not even an air vent.

But just because there's not another way in doesn't mean you can't *make* one.

You heft your trusty diamond pickaxe, and you start digging into the obsidian. It takes longer than you would like, but soon enough you work your way through the temple's exterior and find yourself inside a torchlit room.

Turn to page 202.

SNEAK IN

You realize that everyone in the crowd is dressed in one of those robes you found in the woodland mansion. Rather than fighting them, you can pose as one of them!

You don the hooded robe and keep your head low so that no one can see your features. Then you emerge from the woods and start walking through the crowd.

You get about halfway to the temple's entrance when one of the illagers—an evoker with a snarly, nasal voice—elbows you in the side and chants loudly in your ear. For a moment, you don't understand. You're about to panic and draw your weapon—which is sure not to end well for you—when the evoker elbows you again and chants even louder.

You realize that they want you to chant too. You nod your head and start shouting out the unintelligible words as best you can, hoping no one notices that you have no idea what they or you are saying.

The evoker who elbowed you gives you a satisfied clap on the back, and you push forward, still chanting what seems like gibberish to you. You reach the temple's entrance without further trouble, and you march straight in.

Turn to page 202.

INSIDE THE TEMPLE

You duck into a dark and sheltered staircase near the main entrance, which seems to lead beneath the temple. The hissing inside the building is louder than ever. You wonder how the illagers in here can hear themselves think.

Despite that, the main chamber in the center of the temple is packed full of just as many illagers as you saw outside, all wearing the same blue robes. In here, the chanting echoes off the walls, resonating and melding with the hissing to form the most sinister noise you've ever heard.

An evoker wearing a bright blue robe with embroidered lightning bolts slashing across it stands at one end of the chamber. They make a cutting gesture, and the entire place falls quiet. The evoker raises their arms, holding up a helmet with a metal antenna on it. They heft it high and then place it on their head. It crackles with power, little arcs of lightning running all around it.

The evoker shouts something triumphant and then turns and walks into another room at the back of the chamber. The rest of the illagers follow them, and you wonder what horrors they might have assembled inside.

If you follow the evoker too, the illagers are sure to see you. There are too many of them to fight, but you could always head down the stairs to see if there's a way under the temple instead.

To head down the stairs, turn to page 208.

If you have already been inside the woodland mansion, turn to page 204.

THE LIBRARY

Wearing your robes and keeping your face hidden, you merge into the crowd as the illagers follow the head evoker into the next room. It's a gigantic library stacked with books from the floor to the ceiling high above. The tomes are all written in the illagers' language, and you can't understand a word of it, but clearly someone here went to great pains to assemble this storehouse of illager knowledge.

Oddly, there's nothing in the center of the room but a large, empty rectangle wrapped by a waist-high railing. The illagers all keep outside of the railing, lining the edges of the room, but they gather around the railing and press against it.

The head evoker stands atop a small stage at the far end of the chamber, overlooking the rectangle. They turn to face the crowd and raise their arms over their head again. The murmurs filling the room fall silent once more, leaving only the hissing, which grows almost painfully loud. You still can't tell where it's coming from.

The evoker begins to chant something in their language, and the rest of the illagers in the room join in. The noise grows loud enough that you want to cover your ears, but you refuse to give yourself away.

The floor of the rectangle in the center of the room retracts, and now you know exactly where the hissing is coming from. You peer over the shoulder of an illager in front of you to look down into the level below, where you see a vast chamber filled with dozens of agitated creepers trapped in individual cages.

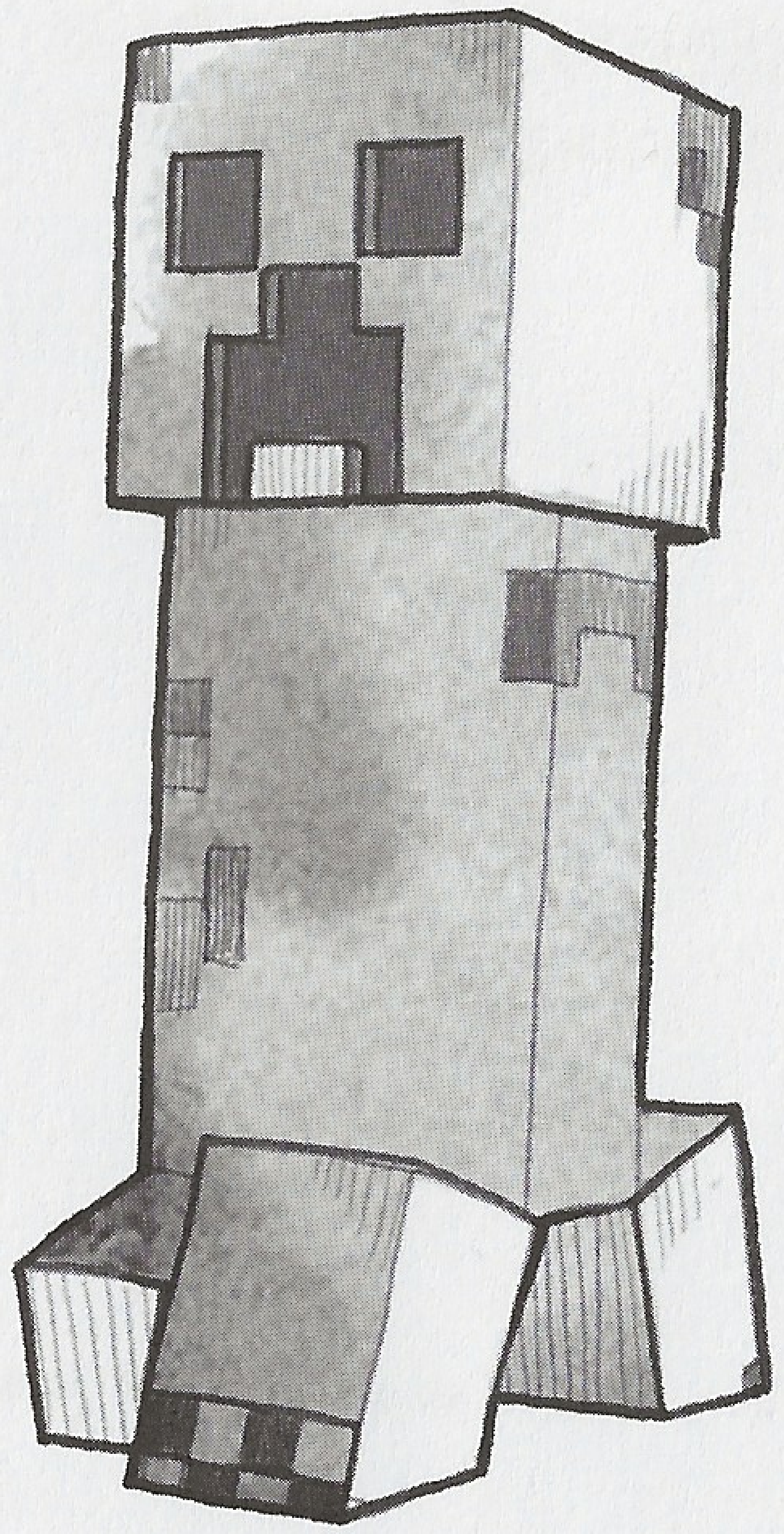
How the illagers managed to gather so many of them in the same place, you couldn't guess. What concerns you even more is what they plan to do with them.

➜ Turn the page.

Are they going to somehow lead these creepers to villages like yours? How do they think they're going to get them there? And if they manage it, how could you ever hope to stop such a brutal assault?

With a roar, the evoker grabs the sides of their helmet, and lightning bolts begin to fly from it and charge up the creepers one after another. Soon all of them are glowing with a bright blue aura that swims and swirls around them.

You've seen creepers transformed like this, but usually one at a time, changed by lightning strikes. Charged creepers blow up even bigger and are far more dangerous for it. You thought these illagers were an awful threat before, but now it's clear they're far, far worse.



When the evoker finishes charging all the creepers, they throw up their hands once again, and the other illagers give them a riotous cheer. At the height of it, the evoker turns and walks through a door at the back of the stage, alone.

This time, no one follows them. Instead, the illagers resume chanting at the top of their lungs and dancing in sinister glee to the rhythm of their unknowable words.

While everyone else is busy celebrating, you work your way forward and slip into the room with the evoker, closing the door behind you.

Turn to page 212.

THE DUNGEON

You creep down the stairs, wary of running into any illagers, but it seems that all of them are either upstairs following the head evoker around or milling about outside.

You find yourself in a long hallway lit by torches. Prison cells line the left side of the hall, and on the right side is a single door about halfway down.

The cells are all empty, but a couple of the cell doors look to have been blown off their hinges, as if something exploded inside the cells, damaging the thick walls as well.

You reach the lone door and open it. No one calls out in protest or surprise, so you enter.

Inside, you discover a room with a high ceiling. All sorts of crafting tables and shelves of mysterious ingredients line the walls. Indecipherable notes cover nearly every blank surface.

A wide table occupies the center of the room. It's littered with glowing green bits, including a half-finished totem of undying that has been dyed green.

You take the unfinished totem of undying with you. Put it in your inventory. The next time you are about to lose a battle, you can destroy the totem and roll a die. On a 5 or 6, you heal 20 Hearts and can continue to fight.

There's a door on the far side of the room, and you decide to try it.

As you crack open the door, an incredibly loud hissing sound greets you. You leap back, fully expecting a creeper to blast the door open, but nothing happens. After a moment, you slip forward and gently push the door fully open.

You sneak inside and see that you're in a large room filled with row after row of cages—and inside each stands a creeper. The mobs all turn to stare at you as you enter. They press against their bars, but they hold tight. None of them can reach you.

➡ Turn the page.

You realize that the cages are far enough apart that you can walk through them without causing any of the creepers to explode. Or so you hope.

You spy a ladder on the far side of the chamber, so you head for it as carefully as you can, hoping that you're right about this being safe. When you're about halfway across, the roof of the chamber separates, and you race to the other side, hoping to not give anyone above a chance to see you.

Huddled in a shadowy part of the chamber, you can see countless illagers standing in a room above you, pressed against a railing as they gaze down at all the caged creepers.

As you watch in horror, lightning bolts begin cracking down from above, striking the creepers one at a time. Every time a creeper is zapped, it glows with a bright blue aura that swims and swirls around it.

You've seen creepers transformed like this, but usually during thunder storms and under an open sky. Charged creepers blow up even bigger and are far more dangerous for it. You thought these illagers were an awful threat before, but now it's clear they're far, far worse.

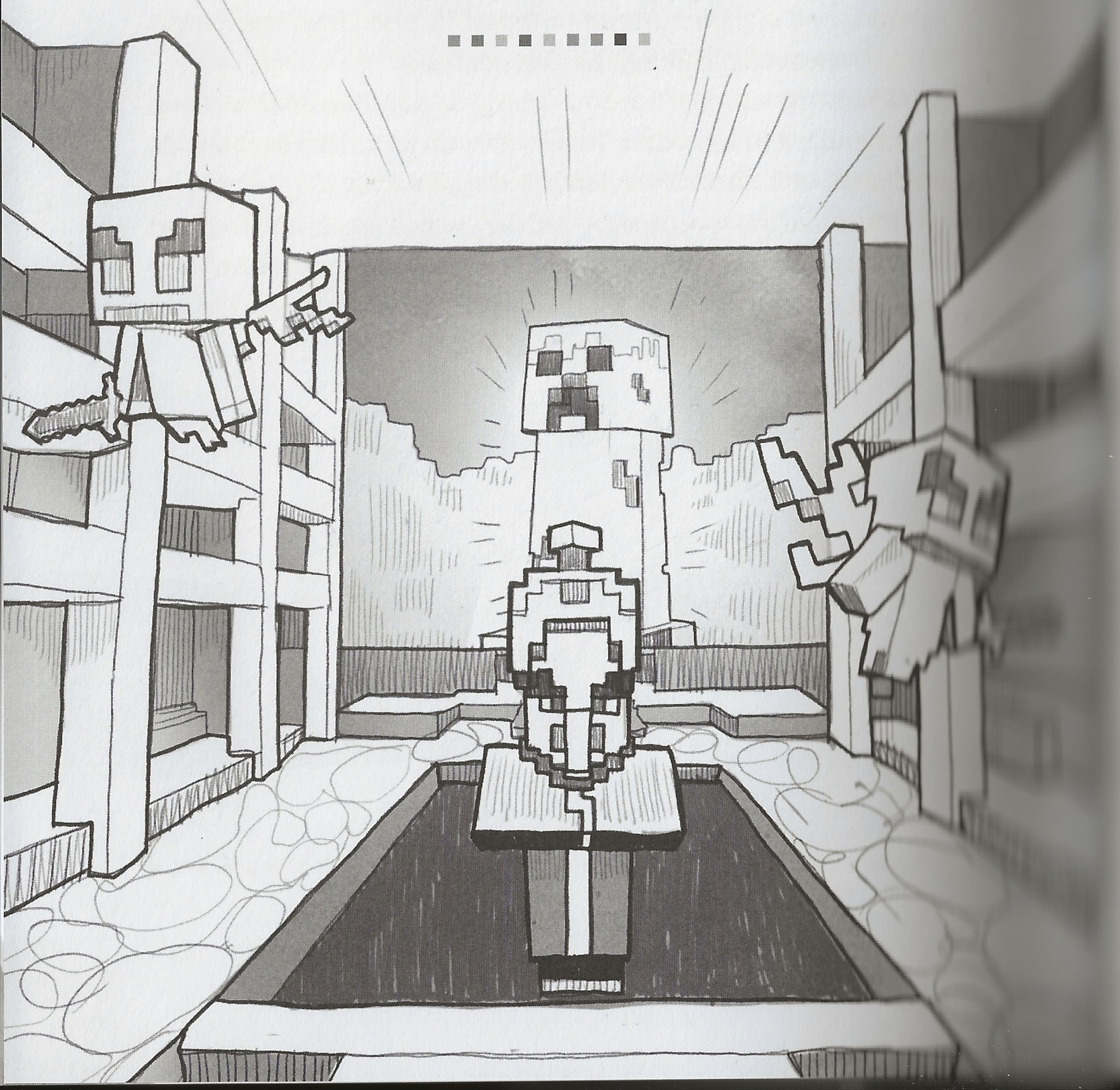
You risk peering up to see where the lightning bolts are coming from, and you spy an evoker wearing a helmet with a lightning rod stabbing from the top of it. The electricity cracks from it repeatedly, lighting the creepers up.

When the creepers are all charged, the evoker throws up their hands, and the other illagers give them a riotous cheer. At the height of it, the evoker turns and walks away.

You head for the nearby ladder, which leads to a closed hatchway high above, right in the direction the evoker was heading.

Turn to page 212.

THE BOSS BATTLE



You make your way into a large chamber inside the upper part of the temple. It's richly decorated, and books and scrolls line the walls. Sunlight slants in from a wide opening that lets out onto a balcony on the far side of the room.

The head evoker walked out onto that balcony. Still wearing the lightning-rod helmet on their head, the evoker gazes out over the illagers below, all gathered in the area outside the temple. You can hear the crowd outside go wild the moment the evoker appears.

The evoker shouts out to the crowd and then begins chanting. Immediately, the rest of the illagers take up the chant, giving it their full voices until the entire temple seems to vibrate with the sound.

This is your chance. You need to put an end to this now.

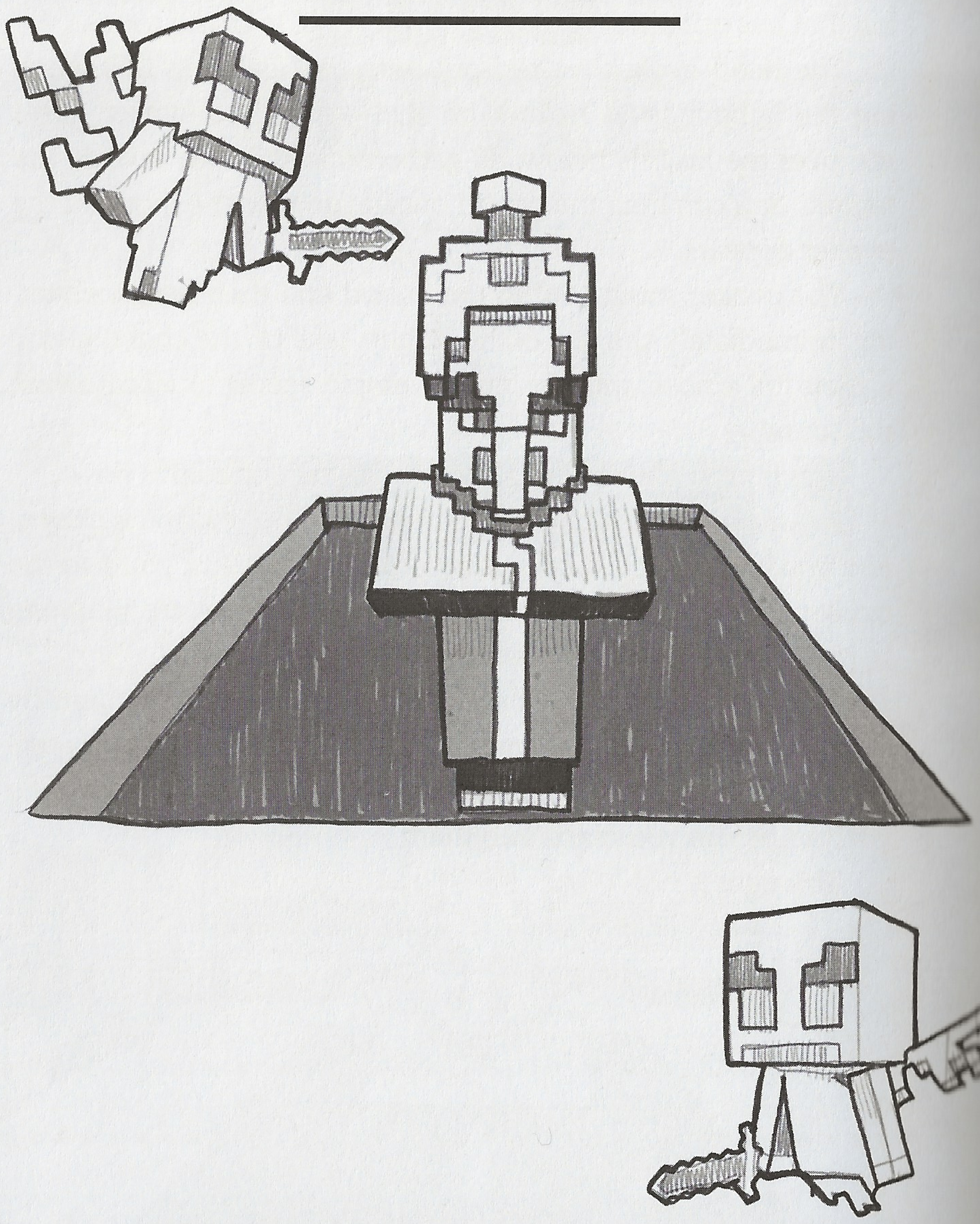
You make sure the chamber's main door behind you is closed, and you lock it tight to keep this battle between just you and the evoker. You don't know exactly what the illagers are planning here, but you know you need that helmet!

You charge to attack the evoker, hoping to catch them by surprise, but the moment you set foot on the balcony, the illagers below shout out an alarm. Alerted, the head evoker turns to face you just before you crash into them.

This fight is on!

➩ Turn the page.

EVOKER



HEARTS: 24 • **DAMAGE:** When you take a hit, if the number on the die is odd, the evoker summons a fang, which deals 1 die of damage and then disappears. If the number is even, the evoker summons a vex, which deals 1 die of damage but then remains to add +1 point of damage to each hit you take for the rest of the battle. Anytime you hit with doubles or more, you can destroy 1 summoned vex in addition to anything else. • **DEFENSE:** 4

SPECIAL EFFECT: Lightning flies from the evoker's helmet! Roll a die and take that much extra damage.

LOOT: Roll a die. On a 5 or 6, you gain an undamaged totem of undying. The next time you are about to lose a battle, you can destroy the totem instead to heal 20 Hearts and continue to fight. It should make a great decoration for your home!

⊗ If you lose, turn to **page 186**.

➔ If you win, turn to **page 216**.

THE ENDING

The evoker drops to the ground, defeated. Their lightning-rod helmet begins to pulse with uncontrolled power. You must have damaged it in the fight, and now it's about to blow up!

You've never been one to let a good explosion go to waste.

You fling open the door to the room beyond and, before any of the illagers standing around the railing can react, you pitch the helmet into the rectangular hole in the middle of the room. The helmet arcs down into the chamber below, crackling with power the entire time.

Now you need to run—fast!

You charge back out to the balcony and leap over the railing, landing right in the middle of the crowd of illagers who watched you defeat their leader. They're so surprised by your sudden reappearance that they can only gape at you. You take advantage of that to sprint away before they can attack.

You charge down the trail toward the pier, the hissing behind you growing louder and louder with each panicked step. Just as you reach the edge of the forest, there's an earth-shattering KABOOM!

Even as far away as you managed to get, the force of the blast sends you tumbling down the trail. You roll to a stop and check yourself over, happy to realize that you're still alive.

You look back to see the obsidian pyramid still standing, You'd almost think it was undamaged if not for the massive column of smoke billowing out of it and already climbing high into the sky.

That should take care of the threat to your village, you think—which means it's finally time to head home.

➾ Turn to page 218.

THE ENDGAME

Congratulations on finishing this gamebook! Not all players are clever and determined enough to make it this far, which makes you one of the greatest heroes around.

Just because you completed the game, though, doesn't mean the fun has to end here. If this is your first time through, there may be parts of the story that you missed entirely. Get yourself a clean hero sheet and start over!

NEW GAME PLUS

If you want to play a faster game, you don't even need to get a fresh hero sheet. Just use the one you already have. That way you can blaze through most of the battles as fast as you like.

PERSONAL RECORD

Every time you play through, keep track of how many times you have to restart. Try to beat your personal record.

Keep track of your regular attempts (with a fresh hero sheet) and your New Game Plus attempts separately. If you like, you can compare your results with your friends.

PERFECT GAME

For a legendary challenge, try to beat the game without having to restart even once. It sounds impossible—and it might actually be. Only you can find out.

PLAY WITH A FRIEND

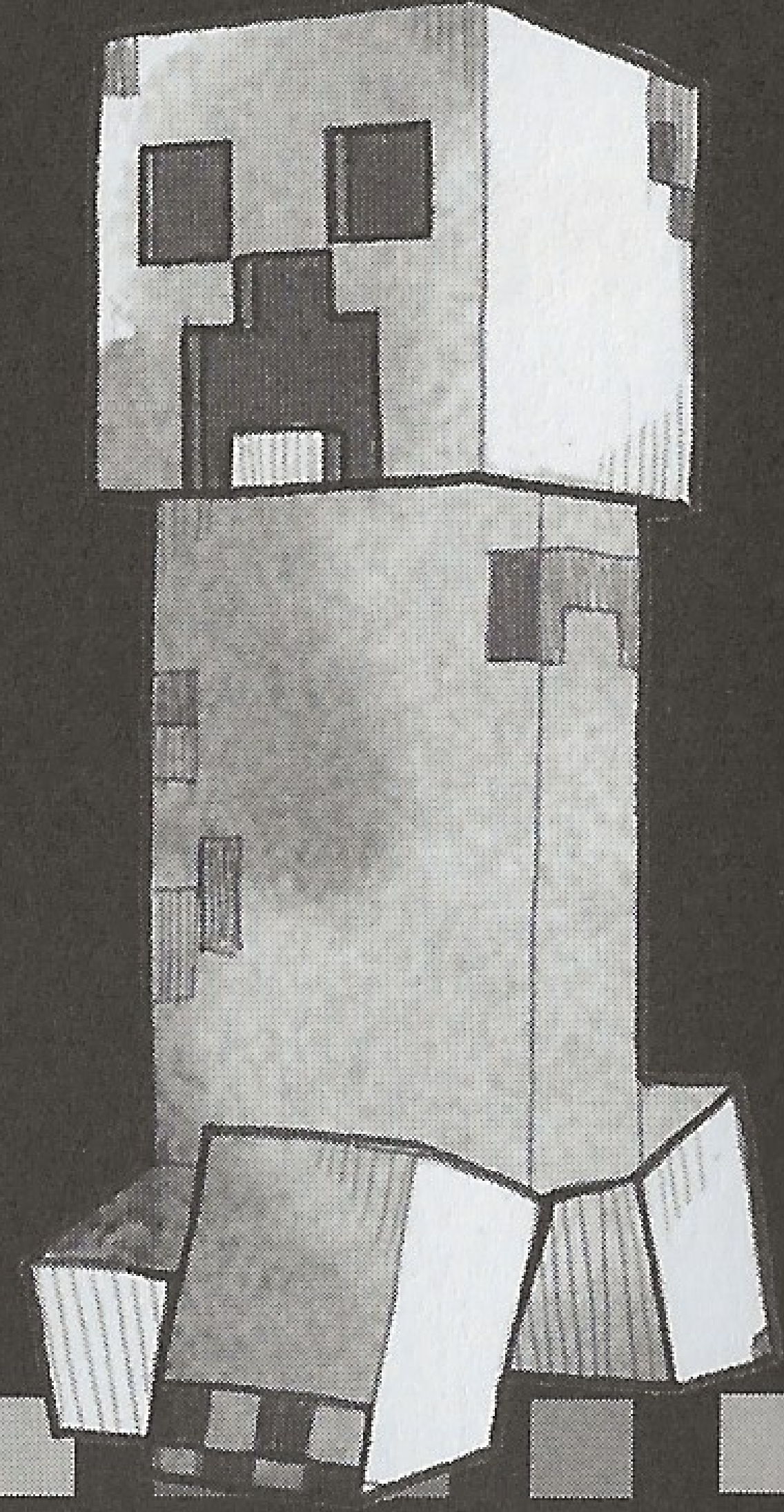
You and a friend can take turns making decisions and fighting battles. Or one of you can narrate using the book and the other can take the role of the hero.

Thanks for playing, and good luck!

MINECRAFT™

ROLL FOR ADVENTURE

THE TEMPLE OF THE CHARGED CREEPER



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We'd also like to thank all the wonderful folks at Mojang, especially Alex Wiltshire, for their incredible support, and for coming up with the idea for a Minecraft gamebook in the first place. There's a special sense of fun in everything they do.

On top of that, we'd like to thank our illustrator, Patrick Rosche. He breathed such glorious life into this book on almost every page.

We also want to thank our copyediting and proofreading team, Jocelyn Kiker, Debbie Anderson, and Julia Henderson, who helped make the book as polished and professional as possible.

Finally, we wish to thank the whole team at Random House Worlds for bringing books like this one to the world, and readers like you for always being there to enjoy them.

ABOUT THE AUTHORS

MATT FORBECK is an award-winning, *New York Times* bestselling author and game designer with more than thirty-five novels and countless games published to date. Projects he's worked on have won a Peabody Award, a Scribe Award, and several ENNIE and Origins Awards. His recent work includes the *Biomutant* video game, the *Marvel Multiverse Role-Playing Game*, and the *Shotguns & Sorcery: The 5E Sourcebook* based on his novels. He also runs the Diana Jones Award Foundation. Matt Forbeck lives in Beloit, Wisconsin, with his wife and a rotating cast of five adult kids, including a set of quadruplets.

MARTY FORBECK is a writer and game designer. He graduated from the University of Wisconsin–Madison in 2020 with a degree in creative writing. Since then, he has worked on *Minecraft: The Official Pop-Up* and multiple projects in the *Shotguns & Sorcery* and *Marvel Multiverse Role-Playing Game* lines. Additionally, he was the lead writer of *World of Warcraft Chronicle: Volume 4*. Marty Forbeck currently lives in Beloit, Wisconsin, with his wife, Laura.

ABOUT THE TYPE

This book was set in Cooper by Bitstream, a typeface based on Cooper Black originally drawn by Oswald Cooper in 1921. Since its release, this ultra-popular typeface has been used for album covers, television shows, book covers, storefronts, signage, and more. This redrawn version by Bitstream expands the original into a complete series of different weights that maintains the friendly rounded edges.

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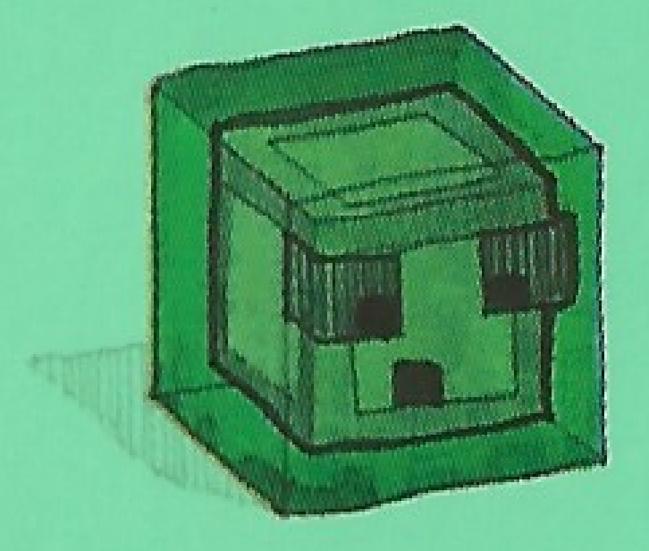

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